
HOLD'EM

In Hold'Em, all players receive two down cards as their personal hand, after which there is a round of betting. Three board cards are turned simultaneously (called the "flop"), and then another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand. This is called "playing the board".

Hold'Em uses a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the players look at their cards. Blinds are part of a player's bet, unless the structure of a specific game or the situation requires part of all of a particular blind to be "dead". Dead chips are not part of a player's bet. The player immediately clockwise from the button posts the small blind, and the big blind is posted by the player two positions clockwise from the button.

The player to the left of the blinds initiates action on the first betting round. On all subsequent betting rounds, the action begins with the first active player to the left of the button.

In non-tournament play, the button rotates one position clockwise after each deal. The button must move forward, and the blinds will be adjusted accordingly.

RULES OF HOLD'EM

Blinds

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1. In Hold'Em, all blinds are "live". If you post a blind, you have the option of raising the pot when it is your turn.
 2. When there are two blinds in a game with three or more players, the smaller blind is to the immediate left of the dealer button. In heads-up play, the small blind is on the button.
 3. A new player entering a Hold'Em game has the following options:
 - a. To wait for the big blind;
 - b. To post an amount equal to the big blind and immediately be dealt a hand;
 - c. To let the blinds and the button pass before posting an amount equal to the big blind and receiving a hand.
 4. A new player cannot be dealt in when between the small blind and the button. The new player must wait until the button passes.
 5. If a player chooses to post the big blind, the blind serves as the opening bet. When it becomes that player's turn to act, he/she may either call the action or raise.
 6. In multiple-blind games, players must meet their blind obligations for every round they play. Players cannot have the button twice; the button always moves forward, and the blinds are adjusted accordingly.
 7. If a player misses any or all blinds, he can resume play by either posting the total amount of the blinds for that limit game, or waiting for the big blind. If he chooses to post the total amount of the blinds, an amount up to the size of the minimum opening bet is live, and the remainder is placed in the pot as "dead money". When it becomes that player's turn to act, he may either call the action or raise.
 8. Blinds may not be made up between the big blind and the button. Except, 20/40 Limit and above, a player can post both small & big blind and receive a hand
 9. When a game starts, a new player will not be required to post a blind until the button has made one complete revolution around the table, provided a blind has not yet passed that seat. A player may also change seats without penalty, provided a blind has not yet passed the new seat. However, a player who drew for the button is considered active in the game, and is required to make up both blinds if he misses a blind.
 10. No live "straddle" bets are allowed. All games above 20/40 Limit can live straddle.

Irregularities

11. If the first card off the deck is exposed on the deal, the dealer will place it back onto the deck, reshuffle, and re-cut the cards. If any other card is exposed due to dealer error, it will be replaced as follows: If a down card is flashed or exposed due to dealer error, you may not keep the exposed card. After completing the hand, the dealer replaces the card with the top card on the deck, and the exposed card is then used for the burn card.
12. If the cards are prematurely flopped before the betting is complete, or if the flop contains too many cards, the board cards are mixed with the remainder of

the deck. The burn card remains on the table. After shuffling, the dealer cuts the deck and deals a new flop without burning a card.

13. Should the dealer turn the fourth card on the board before the betting round is complete, the card is taken out of play for that round and the betting is completed. The dealer then burns and turns what would have been the fifth card in the fourth card's place. After this round of betting, the dealer reshuffles the deck, including the card that was taken out of play, but not including the burn cards or discards. The dealer then cuts the deck and turns the final card without burning a card. If the fifth card is turned up prematurely, the deck is reshuffled and dealt in the same manner.

14. In Hold'em, if the dealer mistakenly deals the first player an extra card (after all players have received their starting hands), the card will be returned to the deck and used for the burn card. If the dealer mistakenly deals more than one extra card, it is a misdeal.

Playing the Board

15. You must declare that he is playing the board and show your hand. Otherwise, you relinquish all claims to the pot.

16. In non-post games, new players can receive a hand without posting a blind.

\$20-\$40 Hold'em Rules, Regulations and Etiquette

- Orange \$3 chips are prohibited in the \$20-\$40 game.
- One short buy is allowed per session.
- No dead button rule.
- Once called to the table, player has 10 minutes to respond and be seated.
- Players leaving the table for more than 30 minutes should be picked up, unless there is no board.
- Players are allowed a bet and 3 raises. When players are heads-up, there are unlimited raises.
- New players must post to come in.
- If a player leaves the table, a friend, spouse, etc., may play his chips with his approval, provided there are no objections from other players (20 minute limit).
- There are no "play overs" at any time.
- English is the only language to be spoken during a hand, whether or not a player is in the hand.
- Forward motion towards the pot with chips in hand that may result in action behind it represents a bet.
- \$100 bills are the only cash currency allowed.
- Dealers should immediately make change for a \$100 bill that is played.
- Dealers cannot make rulings. Call a floorperson.
- Dealers should never be involved with playing a hand.
- Dealer should never start splitting the pot until the hand is over.
- Players using abusive language directed toward dealers or other players should immediately be reported to a floorperson. This behavior will be severely reprimanded and could result in a suspension.
- When a card falls on the floor, a new deck must be brought in to play.
- "Live Straddle" is not allowed.
- The "kill" button is not allowed in the \$20-\$40 game.
- A hand hitting the muck face down is a dead hand and cannot be retrieved.
- A hand turned face up is live. Cards speak.
- Dealers cannot kill the hand.
- Dealers should push the pot to the winning hand after all other hands are dead.
- Dealers must announce the winning hand.
- Dealer should not expose a hand once it hits the muck.
- If a player asks to see all hands while the hand is in action, the dealer must protect the muck.
- Players who go broke can post and come in again for large blind only.
- A player can change his seat and post behind the button.

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- If a player leaves without taking the small blind, the player can come in again for \$10 dead or \$20 live.
 - A verbal announcement in turn of a raise is binding.
 - One player per hand.
 - Dealers should not deal cards to an empty seat, except on the button.
 - If a player objects to a particular procedure (and he is right) and no action has been taken, then it is a misdeal. However, if action has been taken, the hand stands.
 - Once a player locks up a seat, it is his.
 - A deck must be dealt at least a full round before a player can request a deck change.
 - One set-up change per half hour.
 - Dealers must keep bets in front of players until action is complete, then gather it into the pot.
 - A dealer cannot all a string raise; a player must do so.

Must Move Procedures

- A player must move immediately unless he is in the blind or on the button.
- When a player moves to the main game, he can take a hand immediately or post behind the button.
- If a player refuses to move, he must quit (or be picked up) and cannot return to a \$20-\$40 game for one hour.
- Four-handed or less is considered a broken table.
- When “must move” table breaks, the main game can become 10-handed and remain so until all players from broken game have been accommodated.
- Players from broken game have priority over all call-ins.
- The 10th seat can only be placed to the right or left of Seat 5.
- The same seat that was added must be removed when the game goes back to nine-handed.
- Players moving to main game must take chips with them. “Must move” game is an extension of the main game.

Call In Rules

- Call ins are written on the board in RED with name and time phoned.
- Call ins are allowed 75 minutes.
- Once call ins are in the casino, the name on the board is rewritten in BLACK

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Dealing Procedures for Taking the Collection from the Pot

Follow all Poker game tag rates that are posted on the tables.

Hold'em Style

- In all Hold'em style Poker games, no collections are taken until there is a flop. **
- After the flop, the dealer will reach into the pot and take the corresponding amount of chips needed to cover the drop amount. The table tags indicate this amount.
- These chip(s) do not go into the dealer's rack.
- If a color change is needed, the entire transaction will be done on the table in front of the dealer's tray. For example, three (3) blue chips are taken from the pot and placed in front of the dealer's tray. The dealer then removes a three-dollar chip from their tray and places it on the table.
- Next, the dealer takes the chip(s) that they removed from the pot and places them on their tray.
- Then the dealer places the collection chip on the drop slot with their right hand; they will then open their hand and expose it to the cameras showing an empty hand.

** See collection sheet and/or Poker game tag for exceptions.

Stud Style

- All stud style Poker games collection procedures remain the same as are currently being done. (All collections and/or jackpot drops are taken from the antes.)

OMAHA

Omaha is similar to Hold'Em, except each player is dealt four down cards instead of two. In order to make a hand, a player must use precisely two hole cards with any combination of exactly three board cards. The betting is the same as in Hold'Em.

Omaha is often played high low split, 8 or better. You may use any combination of two holecards and three board cards for your high hand and another (or the same) combination of two holecards and three board cards for your low hand.

RULES OF OMAHA

1. You must use two of the four holecards in your hand and three cards on the board to make a valid hand.
2. All the rules of Hold'Em apply to Omaha, except the rule on playing the board, which is not possible in Omaha.
3. All the rules governing "kill pots" are listed in the section on kill pots.

Rules of Omaha High-Low Split (8 or Better)

1. All the rules of Omaha apply to Omaha High-Low Split (8 or better).
2. A qualifier of 8 or better for low is required for all high-low split games, unless a specific posting to the contrary is displayed.
3. If there is no low hand, the high hand wins the entire pot.
4. You can use one combination of cards to make a high hand and the same or any other combination to make a low hand, as long as each hand uses exactly two holecards with three boardcards.
5. All other Hold'Em rules apply

SEVEN CARD STUD

Seven Card Stud is played with two down cards and one up card dealt before the first betting round, followed by three more up cards (with a betting round after each card). After the last down card is dealt, there is a final round of betting. The best five card poker hand wins the pot. In all fixed limit games, the smaller bet is wagered on the first two betting rounds, and the larger bet is wagered after the betting rounds on the fifth, sixth, and seventh cards. If there is an open pair on the fourth card, any player has the option of making the smaller or larger bet.

Rules of Seven Card Stud

1. The first round of betting is initiated with a forced bet by the lowest value up card. A tie is broken by suit, with the lowest suit being forced to bet. On subsequent betting rounds, the high hand on board initiates the action. Ties are broken by position, with the player who received cards first acting first.
2. The player with the forced bet has the option of opening for a full bet.
3. Completing an opening forced bet does not count as a raise, but merely as a completion of the bet. For example, in \$15-\$30 Stud, the low card opens for \$5. If the next player to act brings the bet to \$15 (completion of the bet), three additional raises are then allowed.
4. In all fixed-limit games, when an open pair is showing on fourth street (second upcard), any player has the option of betting either the lower or the upper limit. For example, in a \$5-\$10 game, if you have a pair showing and you are the high hand, you may bet either \$5 or \$10. If you bet \$5, any succeeding player has the option to call \$5, raise \$5, or raise \$10. If a \$10 raise is made, then all other raises must be in increments of \$10. If the player who makes the open pair on fourth street checks, then all other players still have the same options.
5. In all games, the dealer announces the low card, the high hand, all raises, and all pairs. In limits of \$10-\$20 and higher, dealers do not announce possible straights or flushes.
6. If your first or second hole card is accidentally turned up by the dealer, then your third card will be dealt down. If both hole cards are dealt up, you have a dead hand and receive your ante back. If your hand would have been the low hand, action will start with the first hand to your left. That player may either fold, open for the amount of the forced bet, or open for a full bet.
7. If you are not present at the table when it is your turn to act on your hand, you forfeit your ante and your forced bet, if any. If you have not returned to the table in time to act on your hand, the hand will be killed in turn.
If you fold a hand after making a forced bet, or fold when there is no wager, your seat will continue to receive cards until a bet is made.

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8. If you are all-in for the ante and you have the lowest card, the player to your left may come in for the forced bet, make the maximum bet, or fold the hand.
9. If the wrong person is designated as low and that person bets, the action will be corrected to the proper low card, if at all possible. The true low card must bet, and the improperly designated low card may take back the incorrectly forced wager.
10. If the dealer burns two cards for one round or fails to burn a card, the cards will be corrected, if at all possible, to their proper positions. If this should happen on a final down card and the cards intermingle with a player's hole cards or a player looks at the card, the player must accept the card.
11. If a dealer burns and deals one or more cards before a round of betting has been completed, the card(s) must be eliminated from play, along with an additional card for each remaining player still active in the hand. After that round of betting has concluded, the dealer reburns, and play resumes. (The removed cards are held off to the side in the event the dealer runs out of cards.) If the prematurely dealt card is the final down card and has been looked at or intermingled with the player's other hole cards, the player must keep the card. If there is further betting on sixth street, a player who has seven cards may not raise.
12. If there are not enough cards left in the deck for all players, the dealer will deal all the cards except the last card, which is mixed with the burn cards and any cards removed from the deck as in the previous rule. The dealer then scrambles and cuts these cards, burns again, and delivers the remaining down cards, using the last card if necessary. If there are not as many cards as players remaining without a card, the dealer does not burn, so that each player can receive a fresh card. If the dealer determines that there will not be enough fresh cards for all of the remaining players, then the dealer announces to the table that a common card will be used. The dealer will burn a card and turn one card face up in the center of the table. This card plays in everyone's hand. The player who is now high using the community card initiates the action for the last round.
13. If you pick up your up cards, and by doing so cause someone to act behind you (even in a heads-up situation), your hand is dead. This does not apply in a check-check situation or a bet-and-call situation.
14. You must have seven cards to win at the showdown.
15. A card dealt off the table must play and it is treated as an exposed card.
16. If the dealer turns the last card face up to any player, the following rules apply:
 - a. If there are more than two players, all remaining players receive their last card face down. Prior to action for the round of betting, a player whose last card is exposed will have the option of participating in the wagering or being declared all-in.
 - b. If there are only two players remaining and the first player's final downcard is dealt face up, the second player's final down card will also be dealt face up, and the betting proceeds as normal. In the event the first player's final card is dealt face down, and the opponent's final card is dealt face up, the player

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with the exposed card will have the option of declaring all-in. This decision must be made prior to any action on that round.

c. In any of the above situations, the player who is now high on the board using all the up cards will start the action.

17. If you call a bet even though you are beaten by an opponent's up cards, you are not entitled to a refund.

Seven Card Stud High-Low Split (8-or-Better) is a stud-format game that is played both high and low. A qualifier of 8 or better for low applies to all high-low split games, unless a specific posting to the contrary is displayed. The low card initiates the action on the first round, with an ace counting as a high card for this purpose. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent betting rounds, and an open pair does not affect the limit. Aces may be used for high or low. Straights and flushes do not affect the low value of a hand. A player may use five cards to make the best high hand, and the same or any other grouping of five cards to make the best low hand.

Rules of Seven Card Stud High-Low Split (8-or-Better)

- A qualifier of 8-or-better for low applies to all high-low split games, unless a specific posting to the contrary is displayed.
- A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand.
- The low card by suit initiates the action on the first round, with an ace counting as a high card for this purpose.
- Aces may be used for high or low, and straights and flushes do not affect the value of a low hand.
- Fixed-limit games use the lower limit on third and fourth streets and the upper limit on subsequent rounds. An open pair does not affect the limit.
- Splitting pots is only determined by the cards and not by agreement among players.
- When there is an odd chip in a pot, the chip goes to the high hand. If two players split the pot by tying for both the high and the low, the pot shall be split as evenly as possible, with the player with the highest card by suit receiving the odd chip. When making this determination, all cards are used, not only the five cards that constitute the player's hand.
- When there is one odd chip in the high portion of the pot and two or more high hands split all or half the pot, the odd chip goes to the player with the high card by suit. When two or more low hands split half the pot, the odd chip goes to the player with the low card by suit.

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RAZZ

- Collection
- Wagering Conventions
- Cards Used
 - o Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

The lowest hand wins the pot. The format is similar to Seven Card Stud High, except the high card (aces are low) is required to make the forced bet on the first round, and the low hand acts first on all subsequent rounds. Straights and flushes have no ranking, so the best possible hand is 5-4-3-2-A (a wheel). An open pair does not affect the betting limit.

Rules of Razz

- The lowest hand wins the pot. Aces are low, and straights and flushes have no effect on the low value of a hand. The best possible hand is 5-4-3-2-A.
- The highest card starts the action with a forced bet. If the high card is tied, the forced bet is determined by suit from the highest to the lowest; that is, spaces, hearts, diamonds, clubs. The low hand acts first on all subsequent rounds. If the low hand is tied, the first player clockwise from the dealer starts the action.
- Fixed-limit games use the lower limit on the third and fourth streets and the upper limit on subsequent streets. An open pair does not affect the limit.
- Dealers announce all pairs the first time they occur, except pairs of face cards, which are never announced.
- All Seven Card Stud rules apply in Razz, except as otherwise noted.

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Lowball

- Collection
- Wagering Conventions
- Cards Used
- o Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

Lowball is Draw Poker with the lowest hand winning the pot. Each player is dealt five cards face down, after which there is a betting round. Players are required to bet or fold. The players who remain in the pot now have an option to improve their hand by replacing cards in their hands with new ones. This is known as the draw. In limit Poker, the bet doubles after the draw (unless otherwise posted). The most popular forms of Lowball are ace-to-five Lowball (also known as California Lowball), and deuce-to-seven Lowball (also known as Kansas City Lowball). In ace-to-five Lowball, the best hand is 5-4-3-2-A and in deuce-to-seven Lowball, the best hand is 7-5-4-3-2, not of the same suit. For a further description of the forms of Lowball, please see the individual section for each game.

Rules of Lowball

All rules governing "kill pots" are listed in the Kill Pots section.

- Cards speak: Cards read for themselves. However, a verbal declaration in regards to a player's hand is binding. For example, if a player calls an "8", that player must produce at least an "8" low or better to win. If you miscall your hand and cause another player to foul his hand, your hand is dead. If both hands remain intact, the best hand wins. If a miscalled hand occurs in a multi-handed pot, the miscalled hand is dead and the best remaining hand wins the pot. For your own protection, always hold your hand until you see your opponent's cards.
- Any player spreading a hand with a pair in it must announce "pair" or risk losing the pot if it causes any other player to foul a hand. If two or more hands remain intact, the best hand wins the pot.
- In ace-to-five Lowball, the best hand is any 5-4-3-2-A. Straights and flushes do not count against your hand.
- The joker is considered to be the lowest card not present in your hand.
- As a new player, you have two options:
 - o To wait for the big blind; or,
 - o To kill the pot (double the limit for that hand by posting double the amount of the blind).

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- A player who has less than half a blind may receive a hand. However, the next player is obligated to take the blind. In the event that the all-in player winds the pot or buys in again, the player will then be obligated to take the blind.
- Half a blind or more constitutes a full blind.
- If a player fails to take the blind, you may only be dealt in on the blind.
- In multiple-blind games, if for any reason the big blind passes your seat, you may either wait for the big blind or kill the pot (provided no active player objects) in order to receive a hand. This does not apply if you have taken all of your blinds and changed seats. In this situation, you will be dealt in when your position, in relationship to the blinds, entitles you to a hand.
- In limit ace-to-five Lowball, before the draw, an exposed card of seven or under must be taken, and an exposed card higher than a seven must be replaced after the deal has been completed. This first exposed card is used as the burn card. After the draw, an exposed card cannot be taken. The draw is completed to each player, in order, and then the exposed card is replaced. A flashed card before the draw is not treated as an exposed card. After the draw, all flashed cards are considered exposed cards and replaced.
- Any player may draw up to five consecutive cards.
- Five cards constitute a playing hand; more or fewer than five cards after the draw constitutes a fouled hand. Before the draw, if you have fewer than five cards in your hand, you may receive additional cards, provided no action has been taken by the first player to act, unless that action occurs before the deal is completed. However, the dealer position may still receive a missing fifth card, even if action has taken place. If action has been taken, you are entitled on the draw to receive the number of cards necessary to complete a five-card hand.
- You may change the number of cards you wish to draw, provided;
 - o No cards have been dealt off the deck in response to your request (including the burn card).
 - o No player has acted on his or her hand based on the number of cards you have requested.
- If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond..
- In limit play, a bet and six raises are allowed in all multi-handed pots.
- In limit play, check-and-raise is not permitted.
- The minimum opening bet is the size of the large blind (unless otherwise posted). For example, in a \$30-\$60 limit game where the blinds are \$10, \$20, and \$30, you may open for \$30 or \$60 before the draw.
- Rapping the table in turn constitutes either a pass or the declaration of a pat hand, depending on the situation.
- In limit play, if you check a seven or better and it is the best hand, all action after the draw is void, and you cannot win any money on any subsequent bets. You are still eligible to win whatever existed in the pot before the draw if you have the best hand. If you check a seven or better and the hand is beaten by a better hand, you lose the pot and any additional call you make.

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- In ace-to-five Lowball, in the event of an all-in bet that is less than half a bet, a seven or better may call this short bet after the draw and win. However, if another player overcalls this short bet and loses, the person who overcalls receives the bet back. If the seven or better fulfills his obligation by completing to a full bet, all subsequent betting action will stand.

Deuce-to-Seven Lowball (Kansas City Lowball)

In deuce-to-seven Lowball, other known as Kansas City Lowball, the worst conventional poker hand wins. (An exception is that 5-4-3-2-A is not considered to be a straight, but, rather, an A-5 high so it beats other A-high hands and pairs.) The game is played with a 52-card deck; no joker is used. Unlike California Lowball, straights and flushes do count against you, and an ace is considered as a high value only. Therefore, in this game, the best hand is 7-5-4-3-2, not all of the same suit. Check-and-raise is permitted on any hand.

Rules of Deuce-to-Seven Lowball

The rules for Deuce-to-Seven Lowball are the same as those for ace-to-five Lowball, except for the following differences:

- The best hand is 7-5-4-3-2 of at least two different suits. Straights and flushes count against the value of the hand, and aces are considered high only.
- Before the draw, an exposed card of 7, 5, 4, 3 or 2 must be taken. Any other exposed card including a 6 must be replaced.
- Check-and-raise is permitted on any hand after the draw.
- A bet and six raises are allowed in any multi-handed betting round.

Rules of No-Limit and Pot-Limit Lowball

- All the rules for no-limit and pot-limit poker (See Poker section) apply. All other Lowball rules apply, except as noted.
- In no-limit ace-to-five Lowball, the player must take an exposed card of A, 2, 3, 4 or 5 before the draw and any other card must be replaced. In deuce-to-seven Lowball, a 2, 3, 4, 5 or 7 must be taken, and any other card including a 6 must be replaced. After the draw, any exposed card must be replaced.
- After the draw, a player may check any hand without penalty.
- Check-and-raise is permitted.

KILL POTS

In a game that requires a player who wins two consecutive pots to kill the next pot (natural kill), a marker called a "kill button" indicates which player has won the previous pot. The winner keeps this marker until the hand is completed. If the player who has the kill button wins a second consecutive pot and it qualifies monetarily, that player must kill the next pot. The pot size requirement for the first pot or "leg" of a kill is the same as the second leg to qualify for a kill, you must win at least one full bet for whatever limit you are playing, and it cannot be any part of the blind structure.

1. In Lowball, the betting limits before and after the draw are doubled when the pot is killed. Kill blinds are considered part of the pot. If a player with a natural kill wins again, then that player must kill it again (for the same amount as the previous hand).
2. If a player with one "leg up" splits the next pot, that player still has a "leg up" for the next hand. If the player who split the pot was the kill in the previous hand, then that player must also kill the next pot.
3. The kill button is neutral (belonging to no player) if:
 - a. It is the first hand of a new game.
 - b. The winner of the previous pot has quit the game.
 - c. The previous pot was split and neither player had the kill button.
4. A person who leaves the table with a "leg up" toward a kill still has a "leg up" upon returning to the game.
5. When a player wins both the high and the low pot ("scooper") in a split-pot game with a kill provision, the next hand will be killed only if the pot is at least five times the size of the upper limit of the game.
6. In Lowball, players may look at their first two cards and then occasionally decide to kill the pot. The pot may no longer be killed if any player in the game has received a third card. In order to kill the pot voluntarily, you must have at least four times the amount of the kill blind in your stack. For example, if the big blind is two chips, and the kill blind is four chips, the voluntary killer must have at least 16 chips prior to posting the kill.
7. If you are unaware that the pot has been raised or killed, and you put in a lesser amount, you may withdraw that money and reconsider that action. If it is a required kill pot with the kill button face up, you must complete the bet.
8. Only one kill is allowed per hand. In Lowball, a new player wanting to be dealt in an already killed pot may receive a hand by agreeing to kill the next available pot provided no one objects.
9. A player who is required to post a kill must do so that same hand even if he or she wishes to be dealt out or quit the game. A player who fails to post a required kill blind will not be allowed to participate in the game until the kill money is posted.

10. In a kill pot, the killer acts last on the first betting round, but before any player acts twice. If the killer raises, the action proceeds clockwise from the killer.

11. Broken game status is allowed only for players of the same limit and game type. For this purpose, a game with a mandatory kill is considered a different type of game than an otherwise similar game without a mandatory kill.

For Limits 10-20 and Higher:

12. Once called, player has 10 minutes to be seated

13. No "playovers"

14. One "live straddle" is allowed

15. Both blinds missed for any reason – player may:

a. Post both blinds (big-live, small-dead), or

b. Wait for the big blind

16. Overs:

a. True "overs" only (2x game limits) will be allowed.

b. 20-40 and higher only.

c. If a player mistakenly bets the "true" limit on an "overs" limit, and it is discovered before the round of betting is completed, all best must be increased.

17. Must mover procedures

a. Player may play to blind.

b. Player may post or wait for blind.

c. If a player declines to move, they must quit the game and will not be allowed to return until one hour has passed, then they will be added to the board.

d. Players moving within a "must move" game must take all chips.

18. Broken game (Post)

a. Players coming from broken game into main game may:

i. Take free hands in front of blinds, or

ii. Let button pass and then post.

19. All Collection Games

20. All players seated at the time of collection are required to pay collection in order to receive the next hand if there is a board, or if they have played a hand.

21. General

22. In 4-8 games and below, only \$1 and \$5 chips will play.

23. In 9-18 games, only \$3, \$25 or \$100 chips. No cash.

24. In 10-20 and 20-40 games, \$5, \$25, \$100 or \$500 chips.

25. In 40-80 or higher games, \$5, \$10, \$25, \$100 or \$500 chips.

26. In time collection games, if two players split the pot, they split collection.

If one player is a new player, $\frac{1}{2}$ is paid and $\frac{1}{2}$ is carried over.

Draw Poker (Jacks-or-Better)

- Collection
- Wagering Conventions
- Cards Used
- o Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

All five-card jacks-or-better Draw games require a pair of jacks or better to open the pot. The game is played with a 53-card deck, which includes the joker. The joker can be used either as an ace or as any card that completes a straight, flush, or straight flush. All limit five-card Draw games have fixed-limit betting. There are two betting rounds, one before the draw and one after the draw. The betting limit after the draw is twice the amount of the betting limit before the draw. In all Draw Poker games, check-and-raise is permitted, and a bet and six raises is allowed in all multi-handed pots.

Note: A player who opens the pot in jacks-or-better must show the openers, whether the hand is called or not, in order to win the pot.

Five aces is the best possible hand (four aces and a joker).

Rules of Draw Poker (Jacks-or-Better)

- A pair of jacks or better is required to open the pot. If no player opens the pot, the button moves forward and each player must ante again, unless the limit of antes has been reached for that particular game.
- If the opener should show false openers before the draw, any other active player has the opportunity to declare the pot opened. However, any player who originally passed openers is not eligible to declare the pot open. The false opener has a dead hand and the opening bet stays in the pot. Any other bet placed in the pot by the opener may be withdrawn, provided the action before the draw is not completed. If no other player declares the pot open, all bets are returned except the opener's first bet. The first bet and antes will remain in the pot, and all players who were involved in that hand are entitled to play the next hand after anteing again.
- Any player who has legally declared the pot opened must prove openers in order to win the pot.
- In all cases, the pot will play (even if the opener shows or declares a fouled hand) if there has been a raise, two or more players call the opening bet, or all action is completed before the draw.

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- Once action has been completed before the draw, the opener may not withdraw any bets, whether or not the hand contains qualifying openers.
 - An opener may be allowed to retrieve his or her hand to prove openers at the floorperson's discretion.
 - Any player may request that the opener retain the opening hand and show it after the winner of the pot has been determined.
 - You may split openers, but you must declare that you are splitting and place all discards under a chip to be exposed by the dealer after the completion of the hand. If you declare that you are splitting openers, but it is determined that you could not possibly have had openers when your final hand is compared with your discards, you will lose the pot.
 - You are not splitting openers if you retain openers. If you begin with the ace, joker, king, queen of spades, and the ten of clubs, you are not splitting if you throw the ten of clubs away. You are breaking a straight to draw to a royal flush, and in doing so, you have retained openers (ace, joker).
 - After the draw, if you call the openers bet and cannot beat openers, you will not get your bet back.
 - The joker may only be used as an ace, or in straights, flushes, or straight flushes.
 - If the joker is used to make a flush, it will be the highest card of the flush not present in the hand.
 - Any player may draw up to five consecutive cards.
 - Five cards constitute a playing hand. More or fewer than five cards after the draw constitutes a fouled hand. Before the draw, a player having fewer than five cards may receive the additional cards necessary to complete his hand, provided no action has been taken by the first player to act (unless that action is before the deal is completed). However, the dealer position may still receive the fifth card even if the action has taken place. If action has been taken, a player may draw the number of cards necessary to complete a five-card hand.
 - If you are asked how many cards you drew by another active player, you are obligated to respond until there has been action after the draw, and the dealer is also obligated to respond. Once there is any action after the draw, you are no longer obliged to respond and the dealer cannot respond.
 - You may change the number of cards you wish to draw, provided:
 - o No cards have been dealt off the deck in response to your request.
 - o No player has acted in any way on his hand based on the number of cards you have requested.
 - Cards that are exposed face up by the dealer before the draw must be kept.
 - Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
 - Checking and raising is permitted.
 - A maximum of a bet and six raises is permitted in multi-handed pots.
 - You may not change your seat between hands when there are multiple antes or forfeited money in the pot.

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- Rapping the table in turn constitutes a pass, but rapping the table in turn also may mean the declaration of a pat hand. A player who indicates a pat hand by rapping the table, not knowing the pot has been raised, may still play his or her hand.
 - Even if you are all-in for just the ante (or part of the ante), you may declare the pot open if you have openers. If you are all-in and falsely declare the pot open, you will lose the ante money and may not continue to play on any subsequent deals until a winner is determined. Even if you buy in again, you must wait until the pot has been legally opened and someone else has won it before your draw, provided:
 - o No cards have been dealt off the deck in response to your request.
 - o No player has acted in any way on his hand based on the number of cards you have requested.
 - Cards that are exposed face-up by the dealer before the draw must be kept.
 - Cards that are exposed by the dealer on the draw cannot be kept. These cards will be replaced at the end of the draw.
 - Checking and raising is permitted.
 - A maximum of a bet and six raises is permitted in multi-handed pots.
 - You may not change your seat between hands when there are multiple antes or forfeited money in the pot.
 - You have the right to pay the ante (whether single or multiple) at any time and receive a hand, unless there is any additional money in the pot that has been forfeited during a hand in which you were not involved.
 - If the pot has been declared open by an all-in player playing for just the antes, all callers must come in for the full opening bet.
 - If you have only a full ante and no other chips on the table, you may play for just the ante. If no one opens and there is another ante, you may still play for that part of the antes that you have matched, without putting in any more chips.

Jacks Back

- Collection
- Wagering Conventions
- Cards Used
- o Joker used?
- Player/Dealer position determined
- Winning Event
- Best Qualifying Low Hand
- Betting Scheme
- In Event of a Tie

Jacks Back is a five-card, jacks-or-better Draw game. The game converts to Lowball if no one with a pair of jacks or better opens the pot for high. In that case, the player immediately clockwise from the dealer button must automatically open the pot for the designated opening bet. A pot that is opened as high uses all jacks-or-better rules. A pot that is opened as low uses all Lowball rules.

Rules of Jacks Back

- If the pot is not opened for high, the game becomes the same as single blind Lowball. That is, the person to the left of the dealer button is forced to open the pot at the lower limit, and all Lowball rules apply.
- If the opening forced bet is not raised, the player who made the forced bet has the option of raising after the dealer has acted. If no one opens for high and the player to the left of the button has less than half the blind, the next player is forced to make the blind bet. After the hand, if the all-in player wins the pot or buys in again, the button remains in the same position for the all-in player to take the blind, should no one open for high. The button then advances to its proper position.
- If the pot is opened falsely for high and no one calls, the opener loses the opening bet, and the bet remains in the pot. The button then freezes and the hand is redealt.
- A maximum of a bet and six raises is allowed in any multi-handed pot.

No Limit Rules

- All the rules for limit games apply to no limit and pot limit games, except as noted in this section.
- There are no maximum number of raises in any betting round.
- All bets must be at least equal to the minimum bring-in, unless the player is going all-in. A bet of less than the minimum bring-in may not be raised by any player who has already checked.
- All raises must be equal to or greater than the size of the previous bet or raise on that betting round, except for an all-in wager. A player who has already checked or called may not subsequently raise an all-in bet that is less than the amount of the last bet or raise. For example:
 - o Player A bets \$100
 - o Player B raises \$100 more, making the total bet \$200.
 - o If Player C goes all-in for less than \$300 total (not a full \$200 raise), and Player A calls, then Player B has no option to raise again because he was not fully raised.
 - o Player A can, however, raise after Player C goes all-in because he was fully raised by Player B.
 - o If Player A does raise then the betting is reopened and Player B can raise again.
- A wager is not binding until the chips are actually released into the pot.
- If there is a discrepancy between a player's verbal statement and the amount put into the pot, the bet will be corrected to the verbal declaration.
- Since no limit play may require a large number of chips in order to make a bet, a player who says "raise" is allowed to make more than one move into the pot until the wager is complete.
- A bet of a single chip or bill without comment is considered to be the full amount of the chip or bill allowed. However, a player acting on a previous bet with a larger denomination chip or bill is calling the previous bet unless this player makes a verbal declaration to raise the pot.
- In all no limit and pot limit games, the house has the right to place a maximum time limit for taking action on your hand. The dealer will "put the clock" on someone when requested to do so by a floorperson. If the clock is put on you when you are facing a bet, you will have one additional minute to act on your hand. You will have a ten second warning, after which your hand is dead if you have not acted.
- The casino does not condone "insurance" or any other "proposition" wagers. The management will decline to make decisions in such matters, and the pot will be awarded to the best hand. Players are asked to refrain from instigating proposition wagers in any form.
- For those special rules that apply only to no limit and pot limit Lowball, see Lowball section rules.

Pot Limit Rules

- The rules of no limit play also apply to pot limit play, except that a bet may not exceed the size of the pot.
- If a bet is made that exceeds the size of the pot, the surplus will be given back to the bettor and the raise will be the maximum allowed.
- In pot limit Hold'Em and pot limit Omaha, a player can open for any amount up to four times the size of the big blind. For example, if the blinds are \$10 and \$20, a player may either open with a call of \$20 or raise to any amount from \$40 to \$80, in increments of the smallest chip used in the game.
- In pot limit play, if single dollars are used in the blind, the pot size will be rounded up to the next \$5 increment. Other betting structures may be rounded upward as required.
- The maximum amount a player can raise is the amount in the pot after the call is made. Therefore, if a pot is \$100 and a player makes a \$50 bet, the next player can call \$50 and raise the pot \$200, for a total wager of \$250.
- In pot limit, if a chip or a bill larger than the pot size is put into the pot without comment, it is considered to be a bet of the size of the pot.
- In pot limit games, an optional "live" straddle is allowed. The player with the "live" straddle must be immediately clockwise from the blind and must post an amount twice the size of the big blind. The player who posts the "live" straddle has last action for the first round of betting and is allowed to raise, even if all other players just call the straddle.

Pot Limit – Summary

- Buy In
 - o \$1,000
- Blind Structures
 - o Hold'Em \$10-\$25
 - o Omaha \$10-\$15
- Bring In
 - o 4x Big Blind
- Rabbit Hunting
 - o Only allowed by players involved in pot
- Making Deals
 - o Must be \$3,000 in the pot, and at least 1 player all in.
- Playing another player's chips
 - o Allowed if no objection by other players.
- Playing over
 - o A player may play over another player for up to 1 hour, then absent player will be picked up and put up first on list for an additional 30 minutes
 - o Absent player is responsible for collection.
 - o The option to play over will be based on priority of board list.
- Short Buys
 - o One short buy per session played

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- Table Stakes
 - All cash and chips in play must be clearly visible
 - Blind Procedures
 - Same rules apply as in all other games
 - Time Collection
 - Any player that has taken a hand prior to collection time must pay full collection. Also, if there is a players' list on the board, any new player must pay full collection.
 - Floor person's decision is final.

PAI-GOW POKER

OBJECT OF THE GAME:

To win your bet by having both of your hands rank higher than both of the designated Player/Dealer. Hands are played and ranked as traditional poker hands.

THE DECK:

Pai-Gow Poker is played with a total of 53 cards consisting of 52 cards and the joker. The joker may be used as a Wild Card to complete any pair, straight/or flush.

HOW THE GAME IS PLAYED:

The card game is dealt on a poker-style table to Seven (7) players. A House Supervisor (Casino Employee Dealer) controls the shuffling and dealing of the cards, controls the orderliness of the game and takes collections on each wager. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.

One of the seven (7) players becomes the designated Player/Dealer. The remaining players will each play their hands against the Player/Dealer's hand. The Player/Dealer is the only opponent. The Player/Dealer is determined in a new game by starting at seat # 1, continuing clockwise. Each player in turn has the opportunity to become the Player/Dealer: As the Player/Dealer, you have the option to be the Player/Dealer for two consecutive hands. You may play one hand and pass the Player/Dealer option, or you may pass the option completely. For each hand that you accept the Player/Dealer button, you must wager at least the minimum bet requirement of that table (with no maximum wager). The Player/Dealer position cannot remain with one player for more than 2 consecutive hands. An intervening player must accept the option before it can be returned to any player.

Once the Player/Dealer has been established, the House Supervisor shuffles the cards. The House Supervisor will cut and complete the deal of seven (7) piles of seven (7) cards face down in front of him.

The designated Player/Dealer selects one of the seven (7) piles. An "action" button is placed on the selected pile. This pile will be the first hand distributed and the first hand to receive action from the Player/Dealer, continuing clockwise.

Wagers are placed in the small numbered circles. The amount you wager may not be altered once the play of the hand begins. As a player, you must bet within the table limit.

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At this time, a collection is taken for each wager before every hand begins. A dice cup containing three (3) dice is given to the Player/Dealer to shake. The sum of the dice determines where to place the first pile or "action" hand. Each position is counted whether it has a wager on it or not, starting with the Player/Dealer as 1, 8, or 15.

THE OPENING OF THE DICE CUP:

Revealing the total of the dice signifies the **BEGINNING OF THE HAND**. The House Supervisor will announce "no more bets." Once the dice are revealed, the hand has begun, all bets are final and you may not touch your wager until the hand is completely over.

The House Supervisor distributes the hands starting with the "action hand." The Player/Dealer button is placed on the "Player/Dealer's" cards, which will be opened only after all players have "set" their hands.

The players set their hands by making a two (2) card hand and a five (5) card hand. The five (5) card hand must rank higher than the two card hand. They will then lay both hands face down distinctly separate next to their wager. When the House Supervisor sees that all players cards are down, he will announce "all hands are set," at which time the players may not touch their cards for the remainder of the hand.

The House Supervisor will then reveal the Player/Dealer's cards and arrange the two hands the way the Player/Dealer wants them to be set.

The House Supervisor will get a confirmation from the Player/Dealer, then proceed to open the action hand. The hands are then compared in turn to the Player/Dealer's hand.

In order for the player to win: both the two (2) and five (5) card hands of the player must rank higher than both hands of the Player/Dealer. If only one of the hands ranks higher, it is a "push" and neither side wins. If one hand is identical in rank to the Player/Dealer's hand, that is a "copy" and the Player/Dealer wins all "copy hands." If both hands rank lower than both of the Player/Dealer's hands, the player loses to the Player/Dealer.

When all hands are declared wins or losses, the Player/Dealer can only receive action on the amount he wagered, i.e., if the "Player/Dealer" wagers \$100.00 and loses \$50.00 to the action hand and wins \$50.00 from the next hand he cannot win or lose any more money. No other wagers, win or lose, can be paid.

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Any wager that had no opportunity to receive action will get a "free collection" button to pay the collection on his next wager. This button must be used on the very next hand by the same player.

When all transactions are complete, then the hand is over. The House Supervisor shuffles and starts the procedure again, by determining the Player/Dealer.

BACKLINE WAGERS:

Each player's position has circles numbered 1, 2, and 3. The number 1 refers to player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person making the largest wager shall have the final say. All wagers in number 2 or 3 locations will pay equal collections on each wager before each hand is played.

TRADITIONAL POKER RANKING HANDS:

- 1) 5 Aces
- 2) Royal Flush
- 3) Straight Flush
- 4) Four of a Kind
- 5) Full House
- 6) Flush
- 7) Straight
- 8) Three of a Kind
- 9) Two Pair
- 10) One Pair
- 11) High Card (Ace High)

RULES FOR PAI-GOW POKER:

- 1) Ocean's Eleven Casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against or makes a wager against Ocean's Eleven Casino.
- 2) Collection is taken in advance for each wager. You must have a full minimum bet after paying the collection.

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- 3) Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
- 4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will receive no action.
- 6) There is "no maximum" on player/dealer wagers.
- 7) "Kum-Kum" bets will be paid off and or collected as one bet.
- 8) Players who choose to bet "kum-kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who bet "kum-kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "kum-kum" bets.
- 10) All action goes clockwise, starting with the action button.
- 11) All cash will be changed to chips. All bets will be paid in cash.
- 12) The player who controls the seat is the only active player for that position but the player with the most money in action will handle the cards.
- 13) A maximum of two backline bets are allowed on each non-player/dealer spot. A third backline bet will receive no action.
- 14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the player/dealer position is moved to the next player.
- 15) Backline players may participate in the play of the hand, if the active player and backline player(s) disagree over the play of the hand, the player with largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 16) When the backline player(s) wishes to make a decision on the the hand and has the largest bet in action, he must verbally declare his intent to the house supervisor to stop the action before the active player acts.
- 17) In the player/dealer position, the largest wagering action makes the final decision on any disagreement on the play of the hand.
- 18) Only the active player/dealer may designate any person to shake the dice, except an Oceans Eleven Casino employee on duty.
- 19) Once the house supervisor has released the dice and announced "no more bets" no one may change his wager.
Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.

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- 20) The player/dealer's hand will not be opened until all hands have been set.
- 21) All players must put the entire wager in the spot before the dice are released by the house supervisor. Only money in the spot plays. Stating "money covers" or other call bets is not acceptable.
- 22) Any active player is entitled to ask the house supervisor the amount of the player/dealer's wager, to the extent that it affects the play of his hand.
- 23) No side bets or proposition bets are allowed.
- 24) The active player has the first option of being the player/dealer on his spot. If there was no wager the previous hand, no one may be the player/dealer on that spot.
- 25) Any player involved in the first player/dealer hand has the right to take the second player/dealer hand if the active player passes his second consecutive hand option.
- 26) Any attempts to switch, pass, and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 27) Any player removing a losing bet may be barred and/or subject to prosecution.
- 28) A player who removes a winning wager from the betting circle before being paid will be paid the minimum bet (to the extent that money covers), if the correct amount of the wager cannot be determined.
- 29) A player has a foul hand if:
 - (A) The two-card hand is stronger than the five-card behind hand, or
 - (B) The player does not have exactly two cards in the front hand, or
 - (C) The player does not have exactly five cards in the back hand.
- 30) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to logical.
- 31) A player may see one hand only, regardless of the number of hands on which he has wagered.
- 32) The joker may be used as a wild card to complete any pair, straight, or flush.
- 33) A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
- 34) A misdeal will be declared if (a) a joker or ace is boxed or exposed, or (b) if two or more cards are boxed or exposed.
- 35) Players are responsible for the final setting of their hands.
- 36) No wager can be removed until all hands are opened.
- 37) Any "logical way" hand improperly set by the house super-

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visor will be reset by the management.

38) The house supervisor cannot allow the player/dealer to set his hand foul. If the house supervisor mistakenly allows a foul hand to be played, it will be reset the "logical way" by management and play will continue.

39) The player/dealer's hand is not set until he has signified his final decision in any obvious manner to the house supervisor.

40) If it is discovered that the house supervisor did not show all options to the player/dealer, the hand will be reset the "logical way" before the third hand is exposed.

41) New set-ups may be requested after two rounds.

42) Player/dealer may ask the house supervisor for an extra shuffle.

43) Only the player/dealer may request a change of deck.

44) When two identical cards are turned up, the hand will be declared a misdeal.

45) A hand that has been misread by the house supervisor will play at true value if it can be retrieved intact.

46) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

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SUPER PAN NINE

Object of the game:

To win bet by having a higher numerical total of all your cards than the numerical total of the designated Player/Dealer's cards.

The Deck:

Super Pan 9 is dealt using twelve (12) decks totaling 432 cards. Starting with a regular 52 card deck, the 7's, 8's, 9's and 10's are removed.

Structure of the game:

- 1) Each player, including the Player/Dealer places their wagers before the cards are dealt. This is the only chance to place a bet.
- 2) The designated Player/Dealer (each player is offered the opportunity to be the Player/Dealer in turn, clockwise starting from seat #1) then shakes the dice cup to

Determine the order in which the player's hand will be compared to his. In

Super Pan

9, the Player/Dealer's position is always 1, 9, or 17; numbers count clockwise.

- 3) Each player, including the Player/Dealer, is then dealt three (3) cards. The cards have

a numerical value corresponding to their face value except for face cards which have a

value of zero (see below). An Ace has a value of one.

- 4) There are eight hands dealt. After the three (3) cards are added together, the last digit

of the total determines the value of that hand.

FOR EXAMPLE:

A, A, Q, 5 = 7

6, 5, J, 3, = 4 (14)

2, K, Q, 6 = 8

5, 5, K, 6 = 6 (16)

3, 4, 2 = 9

5, 5, K, K = 0 (10)

- 5) Each player in turn (starting to the immediate left of the Player/Dealer), is given the option of playing his or her hand as is, or drawing one (1) additional card. In turn, the player tables his or her three cards in front of his or her bet in the box (in the horizontal box if a player wants to draw a card, in the vertical box if the player does not want to draw a card). Players must place their three hand in either the "card" or "no card" position. The player may draw an additional card (draw card). Once the cards are tabled, players may not touch the cards.

- 6) The Player/ Dealer's cards are opened last and he or she is given the option to draw.

- 7) Each player's cards are revealed starting from the action button and compared, in turn, to the Player/ Dealer's hand.

- 8) In order to win, a player's hand must have a higher total than the Player/Dealer. In the event that the Player/ Dealer's hand are the same total, no money is exchanged. This is considered a "push".

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BETTING LIMIT:

Players must bet within the table limits. There is no maximum for the Player/Dealer. The designated Player/Dealer can only receive "action" on the total amount he or she has wagered.

BACKLINE BETS:

Each player's position has circles numbered 1, 2, and 3. The number 1 refers to the player who is occupying the seat and handling the cards for that specific position. Numbers 2 and 3 are areas that another player may wager on. If there is a dispute on how the hand should be played, the person with the largest wager in action shall have the final say. All wagers in the number 2 or 3 locations will pay equal time collection before each hand is played.

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RULES FOR SUPER PAN 9

- 1) Oceans eleven casino does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against oceans eleven casino.
- 2) Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
- 3) Each table has a spread limit defining the minimum and maximum amount that may be wagered in each spot.
- 4) You must bet at least the table minimum. Less than minimum bets will receive action, but will not be tolerated.
- 5) Any amount over the maximum table limit will receive no action.
- 6) There is "no maximum" on player/dealer wagers.
- 7) Kum-kum bets will be paid off and/or collected as one bet.
- 8) Players who choose to bet "kum-kum" must each wager at least the minimum bet permitted at the table.
- 9) Players who choose to bet "kum-kum" do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from "kum-kum" bets.
- 10) All action goes clockwise, starting with the action button.
- 11) All cash will be changed to chips. All bets will be paid off with chips.
- 12) The player who controls the seat is the only active player for that position, but, the player with the most money in action will handle the cards.
- 13) A maximum of two backline bets are allowed on each non-player/dealer spot. A third backline bet will not receive action.
- 14) The active player cannot refuse backline bets. He may not prohibit any player from wagering on that spot if he is not wagering on it. Once a player has wagered on this spot, that player is allowed to wager or backline there until the player/dealer position is moved to the next player.
- 15) Backline players may participate in the play of the hand. If the active player and the backline player(s) disagree over the play of the hand, the player with the largest wager in action makes the final decision. When the largest wagers are equal amounts and these players do not agree, the active player makes the decision.
- 16) When the backline player(s) wishes to make a decision on the hand and has the largest bet in action, he must verbally declare his intent to the house supervisor to stop the action before the active player acts.
- 17) In the player/dealer position, the largest wager in action makes the final decision on any disagreement on the play of the hand.
- 18) Only the active player/dealer may designate any person to shake the dice, except an oceans eleven casino employee on duty.
- 19) Once the house supervisor has released the dice and announced "no more bets", no one may change his or her wager. Penalty: possible forfeiture of wager to the extent that money covers. You may be barred from play and subject to prosecution.

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- 20) The player/dealer's hand will not be opened until all hands have been set, with the exception of a "logical way" hand. (see rule #42).
- 21) All players must put the entire wager on the spot before the dice are released by the house supervisor. Only money in the spot plays. Stating "money covers" or other call bets is "not" acceptable.
- 22) Any active player is entitled to ask the house supervisor the amount of the player/dealer's wager, to the extent that it affects the play of his game.
- 23) No side bets or proposition bets are allowed.
- 24) The active player has the first option being the player/dealer on his spot. If there was no one on the previous hand, no one may be the player/dealer on that spot.
- 25) Any player involved in the first deal has the right to take the second deal if the active player passes the second deal.
- 26) Any attempts to switch, pass and/or hold out cards will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any player(s) found guilty of such actions will be barred and may be subject to prosecution.
- 27) A player who removes a winning wager from the betting circle may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 28) Any player having the wrong number of cards or whose hand drops below table level may have a fouled hand, the fouled hand may be used to pay off winning players (to the extent that money covers).
- 29) All players are forbidden to show or discuss their hands with any other player. In the event that players have discussed their hand, the hand will be played according to "logical way".
- 30) A player may see one hand only, regardless of the number of hands on which he or she has wagered.
- 31) When the player/dealer's three card hand totals a 3 or less the house supervisor will automatically draw a card. When the player/dealer's three-card hand totals 7, 8, or 9, the hand stands.
- 32) When the player's three-card hand totals three or less and he does not draw a card, he will be given a verbal warning. If repeated, the player may be dealt out.
- 33) A boxed card in the shoe is a dead card and will be replaced by the next card in the shoe. When the house supervisor deals a card off the table, the card is dead and player will receive the next card.
- 34) No wager can be removed until all hands are opened.
- 35) All exposed cards on the deal will play. On the draw, an exposed card will be replaced after the player/dealer has acted on his or her hand and before the player's hands are read. (note: an exposed card is defined as one that lands face up on the table).
- 36) The player/dealer's hand is not set until he or she has signified his final decision in an obvious manner to the house supervisor.
- 37) A misdeal will be declared if:
 - A) It has been determined before the deal is complete, that cards have gone to the wrong spot.

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- B) If the player/dealer has the wrong number of cards.
- C) If the logical way hand has the wrong number of cards.
- 38) A hand that has been misread by the house supervisor will play at true value if it can be retrieved intact.
- 39) Each player in turn (starting to the immediate left of the player) is given the option of playing his or her hand as is or drawing one (1) additional card. In turn, the player tables his or her three cards in front of his or her bet in the box (in the horizontal box if a player wants to draw a card, in the vertical box if a player does not want a draw card). Players must place their three-card hand in either the "card" or "no card" position. The house supervisor will check with each player in turn.
- 40) If a player is passed over without protecting his or her right to draw and the subsequent player has drawn a card, the passed player may not get a card.
- 41) When a player requests assistance on the play of a hand, in turn the house supervisor will play the hand according to ocean's eleven casino guidelines:
 - Draw on (5) or less
 - stand on six (6) or more
 - any "logical way" hand incorrectly played by the house supervisor will be reset by the management.
- 42) Management reserves the right to make decisions which are in the best interest of the game. Therefore,, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules,

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CHINESE POKER (13 CARD POKER)

How the game is played:

- Each player receives 13 cards
- The hand must be placed with 3 cards in front, 5 cards in back, the back hand has to beat or equal the middle 5 cards in poker ranking and the middle 5 cards have to beat the front 3 cards. Please note that straights and flushes do not count in the three card hand. An exception to this is an automatic win.
- Scores are kept by points. Each part of the hand is assigned 1 point. Each point is given a monetary value for each game.
- Hands are then compared with the other players hands. The player with the higher ranking hand in the front segment wins 1 point. The player with the higher ranking middle hand wins 1 point. The player with the higher ranking back hand wins 1 point.
- A hand is dealt to all four seats regardless of the number of players at the table.
- An a,2,3,4,5, straight is always the lowest straight possible.

COLLECTIONS:

GAME LIMIT	COLLECTION
\$ 2 per point	\$2 per hand
\$ 5 per point	\$ 3 per hand
\$ 10 per point	\$4 per hand
\$20 per point	\$20 per hand
\$50 per point	\$30 per hand
\$100 per point	\$40 per hand
Above \$100	\$50 per hand

IMPROPERLY SET HANDS:

A hand is improperly set in each of the following situations:

- Any part of the three segment hands has the wrong number of cards.
- Any part of the three segment hands are set out of ranking order.
- Any player that sets his or her hand improperly must pay 6 points to all the other players.
- If one or more player(s) sets the hand "foul" all bonus hands (if there are any) will count against the player(s) who set the foul hand including super bonus hands.

Misdeals:

a misdeal can occur in the following situations:

- A dealer has exposed five or more cards of one player's hand.
- Any one hand is dealt the wrong number of cards.

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Buy-in:

The buy-in for any game is 20 times the value of one poiny in chips.

Pay-offs:

- In an all-out situation, pay-offs start clockwise from the button.
- You can only win up to the amount of money in your stack at the start of the hand.
- Players are responsible for their own pay-offs. The dealers are not responsible for either the pay-offs or the reading of the hands.

Clock option:

- Management reserves the right to introduce the clock option at their discretion. Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.

AUTOMATIC WIN HAND
TOP (3 CARDS) = STRAIGHT
MIDDLE = STRAIGHT
BOTTOM = STRAIGHT

TOP = FLUSH
MIDDLE = FLUSH
BOTTOM = FLUSH

ANY 13 CARD THAT HAS 6 PAIRS

DRAGON HAND:
ACE THRU KING
OF ANY SUIT = 13 POINTS

PAY-OFF/BONUS
WIN 2 OUT OF 3 = 1 POINT
WIN 3 OUT OF 3 = 6 POINTS
HOME RUN WIN
3 AGAINST 3 PLAYERS = 9 POINTS
EACH PLAYER
SURRENDER HAND
AUTOMATIC WIN = 3 POINTS

BONUSES
BOTTOM
FOUR OF A KIND = 4 POINTS

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STRAIGHT FLUSH = 5 POINTS
MIDDLE
FULL HOUSE = 2 POINTS
FOUR OF A KIND = 8 POINTS
STRAIGHT FLUSH = 10 POINTS
TOP
TRIPS = 3 POINTS

- THE DRAGON HAND IS WORTH 13 POINTS, THIS HAND BEATS ALL OTHER AUTOMATIC WIN HANDS.
- AUTOMATIC WIN HANDS MUST BE DECLARED BEFORE THE HANDS ARE OPEN, OTHERWISE THE HANDS WILL PLAY THE WAY THE PLAYER SETS.

GAME INFORMATION:

Game Structure:

LIMIT	BUY-IN	COLLECTION *
\$2 to \$20	\$40	\$2.50 per hand
\$4 to \$40	\$80	\$3.00 per hand
\$5 to \$50	\$100	\$4.00 per hand
\$10 to \$100	\$200	\$4.00 per hand
No Limit	\$100	\$4.00 per hand
No Limit	\$500	\$5.00 per hand

Game Structure:

LIMIT	OPENING BET	PLAYER MAY	3RD CARD	4TH
CARD	5TH CARD			
\$2 to \$20	\$2	\$2	\$2 to \$8	\$2 to
\$12 \$2 to \$20				
\$4 to \$40	\$4	\$4	\$4 to \$16	\$4 to
\$24 \$4 to \$40				
\$5 to \$50	\$5	\$5 to \$10	\$5 to \$20	\$5 to
\$30 \$5 to \$50				
\$10 to \$100	\$10	\$10 to \$20	\$10 to \$40	\$10 to
\$60 \$10 to \$100				
No Limit	\$5	No limit	No limit	No
limit No limit				
No Limit	\$10	No limit	No limit	No
limit No limit				

* Collection is taken on the button, before the cards are dealt

21st Century Blackjack
No Bust w/Double Down, Split, 3/2 Odds & Surrender

21st Century Blackjack is a variation of standard Blackjack. It is a player-banked game with the similar objectives and strategy as standard Blackjack. The main differences are:

1. The best hand is a "Natural 22."
 - A "Natural 22" is any combination of Aces and Jokers on the first two cards. A "Natural 22" pays 3 to 2. Two suited Aces on the first 2 cards pays 2 to 1.
2. A player may "bust" and not lose.
 - The player does not lose his bet if the Player/Banker "busts" higher. (See Game Rules)
3. All cards have face value. Aces have a value of 1 or 11. Face cards have a value of 10.
4. The value of each hand is the sum of its cards.
5. All players' hands are compared with the Player/Banker's hand.
6. Two Jokers are added to the "shoe" on each table.
7. Each "shoe" consists of 5 (with the automatic shuffler) or 6 standard 52-card decks.
8. The Joker is considered a "wild" card and automatically makes the hand a 21 unless it is received in combination with an Ace or a Joker on the first 2 cards, then it is considered a "Natural 22".

PLAYER OBJECTIVE:

- a. Receive a "Natural 22" on the first 2 cards.
- b. Form a hand whose sum does not exceed 21 points.
- c. Form a hand whose value is greater than the Player/Banker's hand.

PLAYER/BANKER:

1. Each player has the option of banking on a betting spot for 2 consecutive hands.
2. The option starts from seat number 1 in a new game, if the player denies the banking option the option will be given to the next player moving clockwise.
3. There must be an intervening Player/Banker before the bank position may return to the previous player.
4. The Player/Banker must bank for the minimum table limit. There is no maximum amount on the Player/Banker's wager.
5. The Player/Banker will receive action only on the amount of his wager.
6. Player/Banker will receive one UP card and one DOWN card. The Player/Banker must draw additional cards until his hand totals a hard 17 or better.

7. The Player/Banker receives his additional "hit" cards after all other players have acted on their hands by "standing" on their first 2 cards or drawing additional cards on their hands.

HOW THE GAME BEGINS:

1. The Player/Banker option is accepted by one player.
2. Each player places a wager in the designated circle. The game is dealt on a blackjack style table consisting of (7) player spots. Each player spot has 5 additional spots for backline betting. (See Betting Scheme)
3. The "dealer" (A casino employee) controls the shuffling and dealing of the cards, controls the orderliness of the game and takes collections on each wager before the cards are dealt. The casino and its employees do not participate in the play of the hand nor do they have any interest in the outcome of the play.
4. The amount of the wager may not be altered once the play of the hand begins. As a player you must bet within the table limits.
5. Each player receives two cards on the initial deal.
6. Players have the option of drawing additional cards.
7. When all players have concluded their play, the Player/Bankers hole card is exposed. The "dealer" plays the Player/Bankers hand by drawing cards until the Player/Banker hand reaches a total of 17 or more. (He must hit a "soft 17")

Betting Scheme:

1. Players must bet within the table limits. There is no maximum wager for the Player/Banker.
2. A collection, based on the amount of wager is taken by the dealer, for the house, prior to the start of each hand.
3. Players may "double down" on any two cards except a "Natural 22" or any hand with a Joker. Players may double down for any amount from table minimum and up to their original bet. Player will receive one additional card.
4. Players may "split" any pair or any two face cards. An amount equal to the original wager must be wagered on the "split" card. If the player receives the same pair or a face card on the next card he can "split" again by matching his initial wager. (A player can "split" three times).
5. There are 5 additional backline wagering spots on each players spot. The original player, or 1st spot player controls the playing of the hand. The wager in each spot must meet the minimum and maximum table limits and a collection based on the amount of the additional wagers will be taken prior to the start of each hand.

GAME RULES:

1. All players' hands are compared to and played against the Player/Bankers hand.

-
2. If both player and Player/Banker have a "Natural 22" it's a PUSH.
 3. If both player and Player/Banker hands are 21 or less, the hand closest to 21 wins. All ties are a PUSH.
 4. If both players' and Player/Bankers' hands are over 21 after, the first 2 cards are dealt;
 - a. Player/Banker is closer to 21, PLAYER/BANKER WINS.
 - b. If player is closer to 21, it is a PUSH.
 - c. If Player/Banker and player tie, PLAYER/BANKER WINS.
 5. If the Player/Bankers up card is a Joker, there is no draw.
 6. If the Player/Banker has a Natural 22 he wins all wagers unless a player ties with a "Natural 22".
 7. If the Player/Banker has a Joker as his up card and does not make a Natural 22, he pushes all hands equaling 21 and loses to any Natural 22.
 8. If the Player/Banker has a Joker as his down card, or has a Natural 22, the player may only lose his original bet.

CALIFORNIA BACCARAT

Value of Cards

Ace = 1
2-9 = Face Value
10, J, Q, K = 0
JOKER = Wild (Any card and a JOKER = 9)
A Natural = two (2) JOKERS

HOW TO PLAY

The object of the game is for the player to make 9 or a hand closer to 9 than the Banker's hand.

The value of a hand is the sum of its cards. If the sum exceeds 10 or 20, subtract 10 or 20 to determine its real value. (i.e. $8 + 5 + 9 = 22 - 20 = 2$)

Each player receives two cards face down, with an option for one additional card. (See Rules for hitting).

RULES FOR PLAYERS AND PLAYER BANKERS

When Players	Natural (2 Jokers)	
And Player	Any Card + Joker	Stand
Bankers' First	7, 8, or 9	
Two Cards	5 or 6	Option
Total:	0, 1, 2, 3, or 4	Draw a Card

4. There are no Jokers.
5. The table is a blackjack-style gaming table with eight seats. See Diagram (Page 3).
6. Cards between 1 and 9 have face value.
7. Picture cards and 10's are counted as 0.
8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.
9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.
10. The house dealer deals two two-card hands, in rotation, one at a time.
11. Players in seats 1-8 received two community cards, face up.
12. The player/dealer receives two cards. The first card is face up. The second card is face down.
13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.
14. Each player with a wager on the stand line with two cards valued at 5 & 6 has two options:
 - a. Stand and keep wager on the Stand Line; or
 - b. Hit and take a community card by moving wager to Hit Line.
15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.
16. Wagers will be settled from left to right to the extent that player/dealer's bank covers the wagers.

Player with Position Number

Is Represented By

21st CENTURY BACCARAT
Face Up Version with Tie hands

SUMMARY OF GAME

The object of the game is to assemble two hands of two or three cards with a point value as close to nine as possible. Aces count as one, picture cards as 10 and the others their face value. Hand with cards whose sum is in double figures are ranked with the 10s digit ignored. So a hand totaling 18 would count as eight.

The house dealer deals two hands of two cards each, two cards to the right and two cards to the left one by one in rotation. The hand to the left of the house dealer belongs to the player/dealer. Player dealer hand will have one face down and one face up. The hand to the right of the house dealer belongs to the players. The hands to the right of house dealer are dealt face up and are community hands for all players. The player/dealer's first card is dealt face up and the second card is face down. Player must stay on 7 or more and hit on 0 to 4.

Each player options on 5 & 6 are: a) stand; b) hit and take a community card.

Player/dealer must hit on 0-5 and stand on 6-9 or more.

House way: Hit on 0-5 and stand on 6-9

BASIC CONCEPT& RULES

1. The object of the game is to form a hand that equals "9" or as close to it as possible
2. Each player's hand is compared with the player/dealer's hand. The hand closest to "9" wins.
3. The game is played with a plural deck of 52 standard cards. Four, six or eight decks of cards may be used.
4. There are no Jokers.

5. The table is a blackjack style gaming table with eight seats. See, Diagram (page 3 below)

6. Cards between 1 and 9 have face value.

7. Picture cards and 10's are counted as 0.

8. The House Dealer takes a collection from each player for every bet prior to start of each game. Collections are collected and determined prior to the start of each round of play based on the table limits of the game.

9. Prior to the deal, all players must place a wager in accordance with table limits on the stand line.

10. The house dealer deals two- two card hands, in rotation, one at a time.

11. Players in seats 1 -8 receive two community cards, face up.

12. The player/dealer receives two cards. The first card is face up. The second card is face down.

13. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

14. Each player with a wager on the stand line with two cars valued at 5 & 6 has two options:

a) Stand and keep wager on the Stand Line;

b) Hit and take a community card by moving wager to Hit Line.

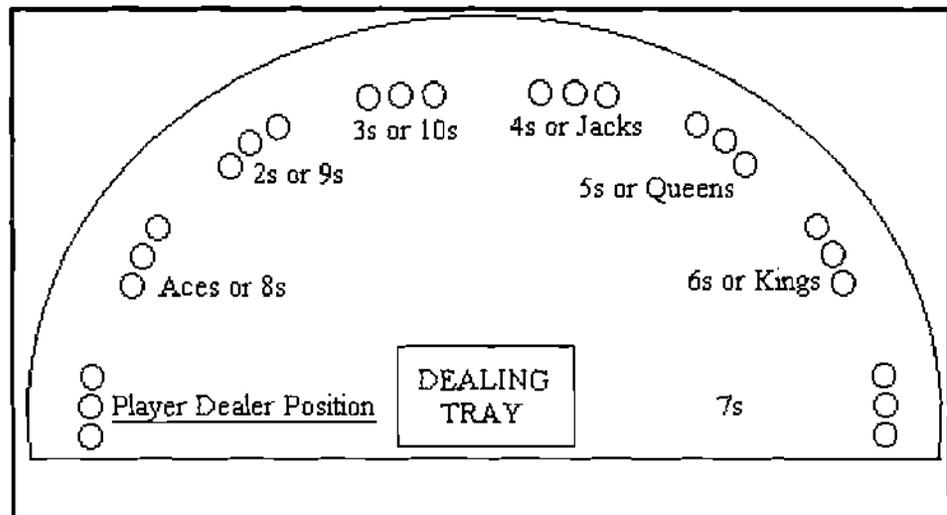
15. The House Dealer will deliver additional hit cards to player's hand if requested and will then expose the player/dealer's hole (down) card.

16. The Action Button determines which player receives first action on their wager. The Player/dealer's Hole Card determines the position of the action button. The player/dealer's position is

always zero. Other seats, in clockwise rotation, respectively represent other numbers.

Player with Position Number Represented By Is

Player Dealer position
 0
 Seat 2
 Ace or 8
 Seat 3
 2 or 9
 Seat 4
 3 or 10
 Seat 5
 4 or Jack
 Seat 6
 5 or Queen
 Seat 7
 6 or King
 Seat 8
 7



17. The value of each hand is the sum of its cards. The last digit of the sum of a hand that has a value over ten is the deemed value of the hand.

18. Players with hands valued at 7 to 9 must stand.
19. Players with hands valued at 0 to 4 must hit.
20. Players have options on 5 and 6.
21. The Player/dealer wins all ties on zero and one on the base game.
22. The player /dealer will lose all ties to player's tie wager.
23. All ties on 2 through 9 are a "Push" and wagers are called off on the base game.
24. The Player/dealer must hit on 5s or below and must stand 6s and above.
25. House Way: Players hit on 5 or below and stand on 6 or above. The house dealer must use House Way when a player requests the House dealer to play an additional wager.
26. Backline betting is allowed. Each seat has three betting circles for Ante and tie bets.
27. All bets for the base game and tie bet must be between the minim and maximum table limit.
28. "Round of Play". Players choose their spots around a blackjack style table. Prior to the deal, the house dealer takes collection based on the table limits. Players post wagers in accordance with posted table limits.

Early Tie Bet

- 1-Each player has an option to place a tie wager prior to dealing any cards with the base game wager.
- 2- The total Tie wager or the original base game wager cannot exceed table limit.
- 3- Players must place a wager for the base game to be able to wager on the tie bet.
- 4- the base game wager must be larger than the tie bet wager.
5. There is no collection for the tie bet.
- 6-All tie bets will be paid 8 to 1
- 7- Wagers are collected or paid, to the extent that player/dealers' wagers covers in order from the action button seat by seat.

Late Tie Bet

After dealing their two community face cards and one of the player/dealer face up card only the players with early tie bet have option to place an wager for late tie bet wager.

No Tie bets allowed in the following situations:

5 vs. 5

6 vs. 6

7 vs. 7

8 vs. 8

9 vs. 9

1-The late tie bet wager cannot exceed the early tie bet wager

2- There is no collection for the tie bet.

3-All tie bets will be paid 8 to 1

Option:

Player may place a late tie bet not exceeding \$ 25 without the early tie bet. This bet pays 6 to 1.

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

Table Limits	Player/dealer	Player
\$5- \$50	\$1	50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2
\$100-\$500	\$ 5	\$ 3

PLAYER- DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so that the opportunity to act as the player/dealer does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive hands or rounds of play. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles, (1998) 66 Cal.App.4th 1397, 1408-09 or section 330.11 of the California Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control or the California Gambling Control Commission with respect to the operation of controlled games featuring a

player/dealer position. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

Player/dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as a player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

VALUES OF CARDS

- All cards have their face value.
- Picture cards have value of 0.
- Player/dealer wins all ties from 0-1 on base game.
- All ties from 2-9 are pushes on base game.

Ranking Chart

Sequence	Cards	Values
1.	Ace	1
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	0
11.	Jack	0
12.	Queen	0
13.	King	0

Hand Ranking Chart		
Hand	Ranking	Chart
1	9	
2	8	
3	7	
4	6	
5	5	
6	4	
7	3	
8	2	
9	1	
10	0	

The following chart outlines the rules regarding the player/dealer drawing procedure. After all players have exercised their rights to draw an additional card, the player/dealer may receive one draw card.

Rules for Player / Dealer		
Must Stand On	Must Hit On	Have Option On
6 OR MORE	5 OR LESS	N/A

PLAYERS

The following chart outlines all rules regarding the hit cards subsequent to receiving two up cards. After all players, including the player/dealer, have received their initial two cards, starting from the next clockwise position from the player/dealer, players may receive a maximum of one additional (hit) card.

Rules for Players		
Must Stand On	Must Hit On	Have Option On
7 OR MORE	4 OR LESS	5 & 6

JOKER'S WILD JOKER POKER

1. The object of the game is to make the highest possible poker hand.
2. Joker Poker is played with specially designed conventional cards. Each card has double value.
 - a. Face value: The standard deck of 52 cards with conventional value.
 - b. Cover value: A special design of a Joker, used as a wild card to improve each hand by at least one rank.
3. Each players' and the bank's final hand will be composed of five cards.
4. All action proceeds clockwise from the first active position from the bank.
5. Players must post minimum required wager prior to receiving cards.
6. Players sequentially and one card at a time, will receive a total of three down cards.
7. The bank hand will receive two cards face up and one card face down.
8. At this time, players act in turn by exercising one of the following options:
 - a) Surrendering the hand and forfeiting half of the wager.
 - b) Playing with the original wager.
 - c) Doubling up by putting forward another bet equal to the original wager.
 - d) Tripling-up by putting forward two bets equal to the original bet, only if the Bank's two up cards is a pair.
9. The remaining players and the bank will receive two more face down cards, in sequence, to complete their hands.
10. At this time, players designate one card to play as Joker (wild card) and place it in the Joker box, and placing the remaining four cards in the Poker box.
11. The house dealer will turn over (one at a time) the bank's three down cards. One card will be designated as Joker and all hands will play in comparison with bank's hand.
12. Players win all tie hands (five cards) with the value of three of a kind or better.
13. Player banker wins all hands with the value of one pair.
14. Player must declare and turn over all Natural Royal Flushes.

Collections:	Table Limit	Collection
	\$2 - \$50	\$0.50
	\$25 - 100	\$1.00

RANK	HAND
1	Natural Royal Flush
2	Five of a kind
3	Non-natural Royal Flush
4	Straight Flush
5	Four of a kind
6	Flush
7	Full House
8	Straight
9	Three of a kind
10	Two Pair
11	One pair

MEXICAN POKER

Mexican Poker is played with a standard deck "stripped" to 41 cards. The 8's, 9's, and 10's are removed. The cards are dealt clockwise, beginning to the left of the dealer button. The dealer button rotates clockwise after each hand is complete.

Objectives:

Each player receives a total of 5 cards, 4 of which must be face up. After the first two cards are dealt (1 down and 1 up), a betting round begins with the high card clockwise of the dealer button, making a forced opening bet to start the action. After the betting is complete, the players may expose their down card, if they wish. This action must be complete prior to the deal of the third card which may be delivered up or down, depending on whether or not previously dealt down cards have been opened. When the third card has been delivered, betting then occurs. The fourth and fifth card are then dealt and played according to the same format. The player with the ranking hand wins the pot.

Ranking of hands – From Highest to Lowest.

(Remember – A Full House beats a flush)

NO 8'S, 9,s or 10,s in the deck0

- | | | | | |
|-------------------|-------------------|---------------|--------------------|-----|
| 1. Five of a Kind | 3. Straight Flush | 5. Full House | 7. Straight | 9. |
| Two Pair | | | | |
| 2. Royal Flush | 4. Four of a Kind | 6. Flush | 8. Three of a Kind | 10. |
| One Pair | | | | |
| | | | 11. High Card | |

1. All cards 8 through 10 are removed from a regular 53 card deck (Deck includes Joker which remains). The Joker is "wild" in all cases when dealt face down. However, when dealt face up, it is "wild" only with Aces, Straights and Flushes.
2. The player with the highest card clockwise of the dealer button will make a mandatory opening bet. When the Joker is dealt face up, it will be considered an Ace for purposes of the opening bet. The opening better has the option of opening at either the lower or upper limit.
3. The highest hand will start the action on all following rounds. Hands are considered to be of equal value whether or not one hand may include the Joker. The closest of such hands to the dealer acts first.
4. If any down card is exposed by the house dealer, that player will receive his next card down and will be permitted to declare "all-in". If the Joker is inadvertently exposed, it will play as if it had been dealt face down – "wild" in all cases.
5. The game allows for the counting as a Straight certain hands containing a non-contiguous progression of numbers due to cards 8,9, and 10 being removed. These hands; 4, 5, 6, 7, J, 5, 6, 7, J, Q, 7, J, Q, K, A are considered Straights.
6. If cards on the initial deal are dealt out of sequence, a misdeal will be declared. Two instances of action, however, will indicate acceptance, in which case there will be no misdeal. The hand missed will be fouled.

7. In that case, on 3rd, 4th, or 5th streets, cards are dealt either face up or face down. Any cards dealt out of sequence on those streets will be moved face up to their correct position. The deal of the affected street will be completed if necessary. No betting will be permitted on the affected street. Any following street will then be dealt and betting will resume. Any bets made by players who receive out of sequence cards, which had not yet been returned to their correct position will be denied and returned to the player.
8. If a player exposes a card during other than prescribed times, it is not considered an exposed card and player will be required to play it as a down card.
9. Starting after the 2nd card, a card will be "burned" on each round.
10. Check and Raise is permitted.
11. All raises must be at least equal to the size of the last bet.
12. Cards speak- hold your hand until you are sure of what your opponent has.
13. Once a card touches the muck, the hand is considered dead.
14. No string bets or raises.
15. One short buy is allowed for every full buy-in (1 full, 1 short), etc.
16. If you show any cards to one player during or after a hand, any player at your table may demand that you show those cards to all players after a winner is determined.
17. No rabbit hunting. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
18. All players will act in turn. If a player checks, the player who checked first, must show his hand first.
19. A player who indicates action towards betting or calling will be required to complete that action with a minimum bet. However, is unaware of a raise he will not be held to that, unless action has been taken behind this act.
20. Management reserves the right to make decisions in the best interest of the game. All management decisions are final.

Three Card Poker

OBJECT OF THE GAME

The object of Three Card Poker is to beat the player/dealer in a three-card poker game.

- Ranking of Hands:
 - o Straight flush
 - o Three of a kind
 - o Straight
 - o Flush
 - o Pair
 - o High card

ROUND OF PLAY

1. Three Card Poker is played on either a standard-sized blackjack-style or poker-style table.
2. The game utilizes a standard 52-card deck.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. The game is played with up to seven players, plus a player/dealer. The house dealer deals the game.
5. Players must make an Ante wager and pay a collection to be dealt in. Each player receives three cards face down. The player/dealer receives three cards – two face down and one face up.
6. Once players inspect their hand, they have two options:
 - a. Fold the hand and forfeit the Ante; or
 - b. Stay in the game by making a Play bet; this bet must equal the Ante.
7. The player/dealer must qualify to play with a minimum Queen-high.
 - a. If the player/dealer does not qualify, the Play bet receives no action. The dealer shall immediately refund this bet to players.
 - b. The Ante will receive action. If the player's hand beats the player/dealer's hand, the dealer will then pay each Ante – the ones not surrendered by folding,

Three Card Poker

- c. If the player/dealer's hand qualifies, the dealer shall immediately stack each player's Play bet atop the Ante.
 - i. If the player's hand beats the player/dealer's, the player wins even money.
 - ii. If the player/dealer's hand beats the player's, the player loses.
8. All bets receive action to the extent that the player/dealer wager covers.
 9. The round of play ends when the player/dealer exhausts his bankroll, or when all player wagers receive full action.

Bonus Bet

1. A \$5.00 Bonus Bet collection must be placed on the Bonus Bet spot to qualify for Bonus Jackpot Bet pay. Bonus Bet must be placed prior to the initial deal.
2. Bonus Bets pay as follows:
 - a. Royal Flush 200:1
 - b. Straight Flush 40:1
 - c. Three of a Kind 30:1
 - d. Straight 6:1
 - e. Flush 3:1
 - f. One Pair 1:1

Glossary

Ante: The mandatory wager players make before seeing their hand.

Bonus Bet: An optional jackpot bet for players who placed an ante bet and paid collection. See Bonus Bet pay chart above.

Fold: The player option to surrender his Ante, rather than continue in the game.

Play: An optional bet that players make after seeing their three-card hand. The Play bet must equal the Ante bet.

Play wager: If players make the Play bet, it means they wish to enter the showdown against the player/dealer. If players decide not to make the Play bet, they forfeit their Ante wager, and are no longer in the game.

Three Card Poker

LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

**Ocean's Eleven Casino
Collection Rates**

Poker

Game Type	Limit	Drop per Hand						Jackpot Drop	Additional Drop after the Turn Card in Hold'Em
		7-9 Handed	6 Handed	5 Handed	4 Handed	2-3 handed			
7 Card Stud		\$3	\$2	\$2	\$1	\$1	\$1	\$0	
Hold 'Em	1-2	\$2	\$1	\$1	\$1	\$1	\$0.50	\$0	
Hold 'Em	2-4	\$3	\$2	\$1	\$1	\$1	\$1	\$0	
Hold 'Em	3-6	\$3	\$2	\$1	\$1	\$1	\$1	\$0	
No Limit	1-1	\$3	\$2	\$2	\$1	\$1	\$1	\$0	
No Limit	2-2	\$3	\$2	\$2	\$1	\$1	\$1	\$0	
No Limit	2-3	\$4	\$3	\$2	\$1	\$1	\$1	\$1	
No Limit	5-5	\$4	\$3	\$2	\$1	\$1	\$1	\$1	
Hold 'Em	8-16	\$4	\$3	\$2	\$1	\$1	\$1	\$1	
Hold 'Em	20-40	\$4	\$3	\$2	\$1	\$1	\$1	\$1	
Hold 'Em	30-60	\$4	\$3	\$2	\$1	\$1	\$1	\$1	
Hold 'Em	40-80	\$4	\$3	\$2	\$1	\$1	\$1	\$1	
Hold 'Em	75-150	\$5	\$4	\$3	\$2	\$1	\$1	\$1	
	Pot Limit	\$5	\$4	\$3	\$2	\$1	\$1	\$1	
All other Flop Games		\$4	\$3	\$2	\$1	Floor Discretion	\$1	\$1	

Note: All Omaha & Hold'Em games will have \$0 drop if there is no action before the flop. No Flop, No Drop.

Three Card Poker

COLLECTION RATES & LIMITS OFFERED

Table Limit/Spot \$2-\$50 \$300 max/seat

Player Collection per Spot

\$2 to \$4 \$0.25

\$5 to \$50 \$0.50

Player/Dealer Collection

When Total Bets => \$51 \$1.00

Table Limit/Spot \$5-\$50 \$600 max/seat

Player Collection per Spot

\$5 to \$50 \$0.50

Player/Dealer Collection

When Total Bets \$51 ⇔ \$100 \$1.00

When Total Bets => \$101 \$2.00

Table Limit/Spot \$10-\$100 \$1,000 max/seat

Player Collection per Spot

\$10 to \$100 \$1.00

Player/Dealer Collection

When Total Bets \$51 ⇔ \$100 \$1.00

When Total Bets => \$101 \$2.00

Table Limit/Spot \$50-\$300 \$2,000 max/seat

Player Collection per Spot

\$50 to \$300 \$2.00

Player/Dealer Collection

When Total Bets \$101 ⇔ \$500 \$3.00

When Total Bets => \$501 \$5.00

Three Card Poker

Collection Rates

Panguine

\$1	\$2 per hand
2	2 per hand
5	3 per hand
10	5 per hand
25	7 per hand
50	8 per hand

Poker

	7-9 Handed	6 Handed	5 Handed	4 Handed	2-3 Handed
Per Hand					
7 Card Stud	\$3	\$2	\$2	\$1	\$1
Hold Em 1-2	\$2	\$1	\$1	\$1	\$1
Hold Em 2-4	\$3	\$2	\$1	\$1	\$1
Hold Em 3-6	\$3	\$2	\$1	\$1	\$1
No Limit 1-1	\$3	\$2	\$2	\$1	\$1
No Limit 2-3	\$4	\$2	\$2	\$1	\$1
No Limit 5-5	\$4	\$2	\$2	\$1	\$1
All other Flop Games	\$4	\$2	\$1	\$1	Floor discretion
Time Collection - per 1/2 hour					
30-60	\$7	\$6	\$6	\$5	\$5
40-80	\$8	\$6	\$6	\$5	\$5
Pot Limit	\$8	\$6	\$6	\$5	\$5

Three Card Poker

Note: All Omaha and Hold'Em games will have \$0 drop if there is no action before the flop. No Flop, No Drop.

No Bust 21st Century
Blackjack

20
Betti
ng
Spots
per
Seat

Player Collection per Spot

Player/Banker Collection

Table Limit/Spot \$2

-
\$5
0
\$3
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/se
at
2 to
5 to

\$5
-
\$5
0
\$6
00
m
ax

4
50

\$0.25
\$0.50

Total Bets => \$51

Three Card Poker

/se at 5 to	50	\$0.50	Total Bets \$51 <=> \$100 Total Bets => \$101
-------------------	----	--------	---

\$1
0 -
\$1
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\$1
,0
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/se at 10 to	100	\$1.00	Total Bets \$51 <=> \$100 Total Bets => \$101
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\$5
0 -
\$3
00
\$2
,0
00
m
ax

/se at 50 to	300	\$2.00	Total Bets \$101 <=> \$500 Total Bets => \$501
--------------------	-----	--------	--

Pai-Gow

12
Betting
Spots per
Seat

Player Collection per
Spot

Pl

\$1
0 -
\$1
00

Three Card Poker

\$1
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 m
 ax
 /se
 at
 \$10 to \$100 \$1.00 Total Bets \$10<=>
 \$100
 Total Bets => \$101

Caribbean Stud

\$5
 -
 \$5
 0
 \$3
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 ax
 /se
 at
 \$5 to \$50 \$0.50

No Bust 21st Century
 Blackjack -with
 Jackpots

20 Betting Spots per Seat

Player Collection per Spot

Player/Banker Collection

Table Limit/Spot \$2

-
 \$5
 0
 \$3
 00
 m
 ax
 /se
 at
 2 to 4 \$0.25 Total Bets => \$51
 5 to 50 \$0.50

Three Card Poker

\$5
 -
 \$5
 0
 \$6
 00
 m
 ax
 /se
 at
 5 to 50 \$0.50 Total Bets \$51 <=> \$100
 Total Bets => \$101

\$1
 0 -
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 ax
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 at
 10 to 100 \$1.00 Total Bets \$51 <=> \$100
 Total Bets => \$101

\$5
 0 -
 \$3
 00
 \$2
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 ax
 /se
 at
 50 to 300 \$2.00 Total Bets \$101 <=> \$500
 Total Bets => \$501

Plus - when Total Bets
 =>\$100

Pai-Gow - with
Jackpots

12 Betting Spots per
Seat

Three Card Poker

Player Collection per Spot

\$1
 0 -
 \$1
 00
 \$1
 ,2
 00
 m
 ax
 /se
 at
 \$10 to \$100 \$1.00

Total Bets \$10<=> \$100
 Total Bets => \$101
 Plus - when Total Bets >\$200

Caribbean Stud - with Jackpots

\$5
 -
 \$5
 0
 \$3
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 ax
 /se
 at
 \$5 to \$50 \$0.50

Plus - when Total Bets => \$30

Exhibit 3

Ocean's Eleven Casino
Collection Rates
Games and Limits Offered

Panguine

\$1	\$2 per hand
2	2 per hand
5	3 per hand
10	5 per hand
25	7 per hand
50	8 per hand

Poker

		7-9 Handed	6 Handed	5 Handed	4 Handed	2-3 Handed	Jackpot Drop
<i>Per Hand</i>							
7 Card Stud	\$	3	\$ 2	\$ 2	\$ 1	\$ 1	1
Hold Em 1-2	\$	2	\$ 1	\$ 1	\$ 1	\$ 1	0.50
Hold Em 2-4	\$	3	\$ 2	\$ 1	\$ 1	\$ 1	1
Hold Em 3-6	\$	3	\$ 2	\$ 1	\$ 1	\$ 1	1
No Limit 1-1	\$	3	\$ 2	\$ 2	\$ 1	\$ 1	1
No Limit 2-3	\$	4	\$ 2	\$ 2	\$ 1	\$ 1	1
No Limit 5-5	\$	4	\$ 2	\$ 2	\$ 1	\$ 1	1
All other Flop Games	\$	4	\$ 2	\$ 1	1 Floor discretion	\$	1
<i>Time Collection - per 1/2 hour</i>							
30-60	\$	7	\$ 6	\$ 6	\$ 5	\$ 5	
40-80	\$	8	\$ 6	\$ 6	\$ 5	\$ 5	
Pot Limit	\$	8	\$ 6	\$ 6	\$ 5	\$ 5	

Note: All Omaha and Hold'Em games will have \$0 drop if there is no action before the flop. No Flop, No Drop.



PANGUINGUE, THE GAME

Players

Two or three can play, but four to eight players are best.

The Pan Deck

The Pan deck consists of 320 cards. Eight decks of regular cards make one Pan deck, with 8's, 9's, and 10's taken out. There are no Jokers. In all games, one complete set of Spades is removed, thereby leaving a total of 310 cards. Sequence of cards: A, 2, 3, 4, 5, 6, 7, J, Q, K (high). Note that the Jack follows the seven in sequence.

The Deal

The deal and play are counter-clockwise.

To Start the Play

Five cards are dealt to each player with one card turned face-up. The player dealt the lowest card first will be the first one to act. Each player then receives five more cards. From then on, the winner of the last hand will be dealt to first and be the first to act.

Before the Action

Each player gets to look at his or her hand and evaluate its potential. Starting with the winner of the previous hand, each player declares whether he or she will play the hand or forfeit his or her top and discard the hand.

Action Begins

Action begins with the first person to declare in, drawing a card from the top of the deck. If he or she chooses not to use the first card drawn, he or she is allowed to draw again. A player drawing a card from the deck, or from the top of the discard pile, must use the card immediately in a meld, NEVER placing the card in his or her hand. If a drawn card cannot be used, it must be discarded. A player may draw from the top of the discard pile only if both the top card of the discard pile was drawn from the deck and discarded by the preceding player, and he or she can immediately meld this card.

After drawing a playable card and using it in a meld, a player may meld as many spreads as he or she holds or may add to his or her existing meld(s) and collect any pays due before discarding, which ends his or her turn.

Melds or Spreads

Melds or Spreads must be at least three cards or as many as eleven. There are two types of melds: sets usually called "squares" and sequences usually called "ropes."

Ropes

Ropes are any three or more cards of the same suit and in sequence, i.e., Clubs 6, 7, J.



Squares

Squares are three or more cards of the same rank and of different suits, i.e., Club 6, Heart 6, Diamond 6, or also allowed the same suit, i.e. as Diamond Q, Q, Q. Additionally, any three Aces or any three Kings, regardless of suit, qualify as Heart K, Heart K, Club K. Aces and Kings are called non-comoquers.

Conditions

Certain melds have value and are called konditions. When melding a payable kondition, the player may immediately collect chips from each player who had declared to play the hand, by asking for the correct amount due him or her.

Value of Conditions

All three's, five's, and seven's are valle (pronounced "valley") cards, all others are non-valle.

1. Any set of valle cards, not in the same suit: one chip.
2. Any set of valle cards, in the same suit: two chips; four chips in Spades.
3. Any set of non-valle cards, in the same suit: one chip; two chips in Spades.
4. Any sequence of A, 2, 3, in the same suit: one chip; two chips in Spades.
5. Any sequence of K, Q, J, in the same suit: one chip; two chips in Spades.

Adding to a Meld

A player may add one or more cards to any of his or her melds provided that the character of the meld is preserved. To a set of different suits, same rank, he or she may add any card of the same rank. Also, to a set of the same suit, another card of the same rank may be added. If a kondition is increased as Heart K, K, K, original kondition for each Heart K added. When adding to a set of three valle cards in the same suit, half value is collected. One chip in any suit, two chips in Spades. Non-valle cards are paid full value for each identical card added to original meld.

Borrowing

A player may take a card from one of his or her increased melds to make a new spread provided he leaves a valid meld. For example: From Diamond J, 7, 6, 5, he or she may borrow either the Jack or the five, but not the seven or the six. When borrowing from a square as Heart 6, Club 6, two Spade 6's, only one Spade 6, and no other, can be removed without effecting the meld.

On the Out

The winner of the hand receives, from each participating player with chips, the total value of his pays as they lay, plus two (2) chips for the outs. The winner also receives the tops which are given to him or her last.



PANGUINGUE RULES

1. You are required to pay your collections in advance.
2. All players are to be seated by the Floorperson, in turn, from the board.
3. No telephone reservations are accepted.
4. No one is allowed to play over anyone else's checks except when authorized by floorperson.
5. You must keep your cards above the table at all times. If you remove any card(s) from the plane of the table, your hand may be declared dead. If you deliberately throw a card(s) off the table, you are subject to being penalized or denied use of the facilities.
6. No cutting of cards by players.
7. The dealer deals 10 cards to each player, two rounds of 5 cards each. In dealing cards, if all five cards are turned face up, that player is entitled to another 5 cards from the center of the deck. If only 4 cards or less are exposed, they remain in play.
8. **COUNT YOUR CARDS BEFORE YOU DECLARE YOURSELF IN. TO DECLARE IN MEANS THAT YOU HAVE COUNTED YOUR CARDS AND ARE READY FOR PLAY. IT IS YOUR OWN RESPONSIBILITY, NOT THE DEALER'S, TO SEE THAT YOU HAVE THE CORRECT NUMBER OF CARDS.**
9. **BOXED CARDS DO NOT PLAY AT ANY TIME.**
10. No stuffing of cards is permitted except by dealer.
11. A player who has been dealt 8 cards or 12 cards has a dead hand, and his top is returned.
12. If a player is dealt 9 cards, the player gets another card from the front of the deck. If cards have been drawn, the player gets a card from the center of the deck.
13. If a player is dealt 11 cards, that player lays all of his or her cards face-down. The Dealer then counts the 11 cards and draws the extra card from the hand.
14. In both instances, if a player has declared in and another player has acted, or if any action has been taken, the player with the wrong number of cards must play the hand.
15. If a player has declared in with the wrong number of cards, and has touched the deck, that player is playing a foul hand.
16. If "Time" or "Hold to me" is called, you have protected your right to act while considering what to do if the player ahead of you has not yet completed his or her action.
17. In a dealer game, the first player has the option on the first card. The first card drawn off the deck to start play can be used by the second player if two players are in the hand.
18. **NEVER PUT A DRAWN CARD INTO YOUR HAND. YOUR HAND WILL BE FOULED.**
Exception: If the player is going out.



19. If a player discards a card he or she has drawn, he or she loses all action on that card. **IT IS ALSO UNETHICAL FOR ANY PLAYER TO CALL ATTENTION TO THAT CARD.** Players repeatedly doing so may be denied use of the facilities.
20. Napkins, towels, ashtrays, or chip racks are not permitted on the table.
21. If any hand is flat on the table and that player has either discarded a card they need, or neglected to take a card that would put them out, you may not force that card back on that player.
22. If all hands are fouled, except one, the player places his or her remaining cards face-up on the table. That player continues to draw and must use any card that fits the player's hand in any way. The player draws until the hand is panned. To pan hand, player must go easiest way.
23. Collecting a pay and then making a switch may only occur when a player is going out.
24. Each player must play his or her own hand. No help or discussion from others is permitted. If a player asks for a smaller amount due him or her and discards, he or she receives the amount asked for. However, if that player is hit again, he or she is then entitled to correct amount due but must ask for it.
25. Three valid cards down constitute a meld.
26. **NO POTTING ALLOWED.**
27. A player using a discard from another player's hand, and discarding, has a fouled hand. If that player has not discarded, the play can be backed up with no penalty.
28. If a player misses a turn, and three players have acted behind him or her, or until it is their turn again, there is no penalty. That player just misses a turn.
29. All cards lying on the table in valid melds must remain there. At no time may they be discarded or returned to your hand. These infractions foul your hand. This rule does not apply to a player who is flat in his or her hand or on board.
30. If a non-valid meld is down and player has discarded, and is asked to make it good, he or she must do so or have a fouled hand. A player must use the card drawn. If he can use the drawn card in a different meld, he may do so and his hand is not foul. This does not involve secondary meld until the player has touched the deck.
31. Discarding a card before you bring the valid card to your meld means that you have a fouled hand because you only have 9 cards in your hand. The exception is in a dealer game, and only after you have requested a card from the dealer prior to discarding.
32. When playing heads up, Player drawing a card does not have to expose card till other player discards.
33. If player draws two cards at one time in error (cards stuck together) that player puts back the card and continues playing. If a player draws a card and accidentally turns the next card over, the second card plays.



34. When a player draws a card, offers it to the in turn player and then reconsiders, it is still their privilege to use the card because they have not released the card.
35. Player "A" has a flat hand on the table. Player "B" also has a flat hand on the table. There are other players in the hand. Player "A" draws his or her out card, but inadvertently discards it. The card drawn is a dead card. When there are only 2 players, the card is not dead, except in Tournament play.
36. Player "A" draws a card and throws it into the muck. Player "B" brings the card toward his meld, then decides not to use the card and throws it into the muck. If the player changes his mind again and wants to use the card, the player cannot use the card because the player has already acted on that card. The player must draw.
37. **FORCING HAS PRECEDENCE OVER ANY OTHER ACTION.** After three (3) players act, including the first pluck, all action on the card is dead. For example: Player "A" draws a card and discards it even though that player could have used it; Player "B" draws a card and discards. Player "C" draws a card and discards. All action on that card is dead.
38. If a player thinks he or she is out and is not out, and all of the player's melds are good except the last one, the player may put back into his or her hand the cards that belonged there, discard the card that does not belong, and continue playing. However, if you say you are out and this causes another player to foul his or her hand, and you find you are not out, then you also have a fouled hand.
39. If you draw a card which you cannot use and put out the next player, who is flat on the table, you must show your entire hand face up on the table if requested to do so.
40. On the outs, a player may collect chips due him from a previous meld providing he has enough chips in front of him, and as long as condition is intact.
41. A player is not allowed to build-up and go out. On the outs he can only collect the amount of chips he has in front of him.
42. If a player asks the value of a hand, any player seated is obligated to correct any errors.
43. If the winner of the hand wants to change seats, that player gives up the first.
44. There shall be no change in seating after a new player has been seated or has placed the "buy-in" on the table, except when there has been a change previously requested of the dealer or floorperson. The players on the board have priority on all new games.
45. You may be granted a change of table from one game to another of the same limit providing your game is full. You must begin with a full buy-in when you change tables except when coming from a broken game of the same limit.
46. If your game breaks, you will be allowed to cut cards with the remaining players for any available seats in another game of the same limit.
47. You have the right to insist that any player in your game exchange cash on the table for



- chips. You must make at least a full buy-in upon being seated in a game. A full buy-in is one full stack of twenty (20) times the kondition of the game being played.
48. A player is allowed to make one short buy-in after a full buy-in. Anything less than a full buy-in is a short buy-in, even when adding to your stack.
 49. You cannot remove chips from the table. If you leave the table with chips (or money), it must be replaced before you resume play.
 50. **THERE WILL BE NO PLAYING FOR TOPS.** If you run out of chips during the playing hand, you must throw your hand away.
 51. If a player with no chips plucks a card, that card is live until the following player has completed their turn; or if the card was used in a spread, then the plucked card is dead.
 52. There is no playing behind. A player declaring playing behind may do so only if the table accepts the action. The House will take no responsibility for any player playing behind, nor will the House render any decision in regard to playing behind.
 53. Each player is responsible for their own collections. The House will not pay any short pay or top. If a player is not in the hand, and he knows who is short, that player should say so if asked.
 54. **IT IS YOUR RESPONSIBILITY TO PROTECT YOUR HAND AT ALL TIMES.**
 55. By accepting a seat in a Pan game, you have agreed that management has the right to interpret rules and enforce decisions in the best interest of the game.
 56. The Floorperson's decision is final.
 57. Management assumes no responsibility for the conduct of any player. However, we do reserve the right to decide on who may play and how they may play. Players are expected to conduct themselves in a proper manner at all times. In order to protect players fully, we retain our right to refuse use of the facilities to any person.
 58. There is no transfer of liability. In case of theft or natural disaster, Ocean's Eleven Casino will not be responsible for chips or money left on the table.



RULES FOR ASIAN 5-CARD STUD:

1. All cards 2 through 6 are removed from a regular 52 card deck. No jokers.
2. The player with the highest card clockwise of the dealer button will have a mandatory opening bet. This is a "Live Bet." This player may raise if anyone else fails to do so.
3. The highest hand will start the action on all following rounds. When there are two hands of equal value, the hand closest to the dealer acts first.
4. If the down card (second card) is exposed by the House dealer, that player will receive his next card down.
5. If a player exposes a card, it is not considered an exposed card and he will be required to play it.
6. Starting after the second card a card will be burned on each round.
7. Check and raise is permitted.
8. All raises must be at least equal to the size of the last bet.
9. ENGLISH ONLY will be permitted while the hand is in play.
10. Cards speak—hold your hand until you are sure of what your opponent has.
11. Once a card touches the muck, that hand is considered fouled. However, at the Floorperson's discretion, it may be considered retrievable.
12. No string bets or raises.
13. One short buy is allowed for every full buy-in (1 full, 1 short, 1 full), etc.
14. Only the player with the dealer button may ask for an additional shuffle.
15. Deal rotates clockwise. If you show any cards to one player during or after a hand, any player at your Table may demand that you show those cards to all players after a winner is determined.
- 16) No rabbit hunting is allowed. Once the cards are out of play, players cannot look through the discards or ask the dealer what is coming off the deck.
- 17) All players will act in turn. If a player checks, the player who checked first must show his hand first.
- 18) A player who indicates action toward betting or calling will be required to complete that action with a minimum bet. However, if a player is unaware of a raise, he will not be held to that unless action has been taken behind this act.
- 19) All Ocean's Eleven Casino rules apply. Management reserves the right to make decisions in the best interest of the game. All Management decisions are final.



GAME INFORMATION:

Game Structure:

<u>LIMIT</u>	<u>BUY-IN</u>	<u>ANTE</u>	* <u>COLLECTION</u>
\$2 to \$20	\$40	\$ 1.00 .50	\$2.50
\$4 to \$40	\$80	\$1.00	\$3.00
\$5 to \$50	\$100	\$2.00	\$.50 per player 4 -
\$10 to \$100	\$200	\$3.00	\$.50 per player 4 -
			+\$1.00
NO LIMIT	\$100	\$2.00	\$.50 per player 4 -
NO LIMIT	\$500	\$6.00	\$1.00 per player 5 -

Game Structure:

<u>LIMIT</u>	<u>OPENING BET</u>	<u>PLAYER MAY</u>	<u>3RD CARD</u>	<u>4TH CARD</u>	<u>5TH CARD</u>
\$2 to \$20	\$2	\$2	\$2 to \$8	\$2 to \$12	\$2 to \$20
\$4 to \$40	\$4	\$4	\$4 to \$16	\$4 to \$24	\$4 to \$40
\$5 to \$50	\$5	\$5 to \$10	\$5 to \$20	\$5 to \$30	\$5 to \$50
\$10 to \$100	\$10	\$10 to \$20	\$10 to \$40	\$10 to \$60	\$10 to \$100
NO LIMIT	\$5	NO LIMIT	NO LIMIT	NO LIMIT	NO LIMIT
NO LIMIT	\$10	NO LIMIT	NO LIMIT	NO LIMIT	NO LIMIT

Collection is taken on the button
before the cards are dealt.

Caribbean Stud Poker

California Version

The game is played on a blackjack –like table with up to eight spots. A standard 52- card is used. In front of each player's position, there are two betting spots. ANTE & BET.

Players must place an ANTE prior to receiving their cards. Each player will receive five cards. Player/dealer will receive four faces down cards and one face up cards. There is no dice in the game; The player/dealer's last card is used for determining action button.

Players will examine their hand and decide whether to fold or call. Player may fold and forfeit their entire ANTE. Other wise they must call by placing in the "BET" circle an additional BET equal to exactly twice the ANTE. After making their decisions, all players must put their cards face down on the table. The player/dealer collects the ANTE from players who folded and then reveals his four face down cards for those players who have stayed in the game.

The player/dealer hand must qualify to play. If the player/dealer does not have an Ace-King or higher, he does not qualify and the hand is over. In that case all players who called and stayed in are paid even money on their ANTE and their call BET is returned. The player/dealer's hand must have at least an Ace/King (an ace and a king) to "qualify."

- If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the player/dealer's hand.
- If the player/dealer's hand qualifies with an Ace-King or higher, then each player's hand must be compared against the player/dealer's hand. If the player/dealer's hand is better than the player's hand, the player loses both the ANTE & call BET.
- If the player/dealer's hand qualifies and the player's hand is better than the player/dealer's is hand, the player is paid even money on the ANTE plus a bonus on the call BET according to the bonus payout schedule.
- If the player/dealer's hand qualifies and the player and the player/dealer have the same hand ranking, the remaining cards are taken into consideration and the highest hand wins. In the event that all cards are identical, the hand is tie and no action is taken.

CARIBBIAN STUD POKER

BASICS RULES&PROCEDURE

- 1) The object of *CARIBBIAN STUD POKER* is to make the highest possible poker hand.
- 2) The game is played with a standard deck of 52 cards with no joker.
- 3) The game plays on a blackjack style 8 hands table.
- 4) Third Proposition Players only prescribed by law are permitted to play and hold player/dealer position.
- 5) Two- backline betting is allowed. Each seat has three betting circle for Ante bet. The game is eight handed.
- 6) "Round of Play". Players choose their spots around a high, blackjack style table. Dealer takes collection based on the table limit. Players post an Ante wager in accordance with table limits. Cards are dealt clock wise starting from the first active position from the player/dealer.
- 7) Each player's and the player/dealer's final hand will be composed of five cards. The players will receive five cards face down. The player/dealer will receive five cards face down. The dealer will turn the player/dealers' top card face up.
- 8) Players must place Ante prior to receiving their hand.
- 9) At this time players act in turn by exercising one of the following options:
 - a) Surrender by forfeiting their wager (*Ante*); or
 - b) Call with a back *Call Bet* twice the *Ante*.

- 10) The player/ dealer's hand must have at least an Ace/King (an ace and a king) to "qualify." If the player/dealer hand does not qualify, the player wins the Ante bet even the player's hand is lower than the dealer's hand .
- 11) If the player/dealer's hand is not qualified with an Ace/ King , the back *Call Bet* wager will be push and will receive no action.
- 12) Each player position has areas on the lay-out marked *Ante* and *Call Bet*.
- 13) Each player five-card hand is then compared with the Player/dealers' five-card hand. The higher hand wins.
- 14) There is no draw or discard for all hands.
- 15) In Caribbean Stud Poker, players Ante to receive a five card, face down. Players may either surrender or Call with the back Bet twice the Ante. The cards are dealt five in rotation from the player/dealer left to right. The player /dealers' top card will be turn up. Player /dealer will have four cards face down and one card face up. The player/dealer must have a poker value of at least an Ace/King to qualify. If the player /dealer does not get Ace/King or better, the player automatically wins the Ante bet even if the player's hand is lower than the player /dealer's therefore Bluffing is always a viable options for the players.
- 16) If the player/dealer hand qualifies all identical hands is push (tie).
- 17) The hand ranking of Caribbean Stud Poker is identical to all 52 cards poker games without the Joker. Royal flush is the highest rank and no pair is the lowest.
- 18) The odds pay-offs will only be modified to increase the game's return to the players.

21) Wagers are collected or paid, to the extent that player/dealer wagers covers in this order on every seat in the following order:

Front bet (Ante)

Back bet (Call Bet)

19) The game pays 1 to 1 on all *Antes*. Table below lists odds paid on the *Call Bet* for the winning hands.

Caribbean Stud Poker (Call Bet wager) Bonus Schedule

Winning Hand	Table Odds on <i>Call Bet</i>
• Pair of Aces or less	1 to 1
• Any Two pair	2 to 1
• Three of a kind	3 to 1
• Straight	5 to 1
• Flush	6 to 1
• Full house	7 to 1
• Four of a kind	8 to 1
• Straight flush	9 to 1
• Royal flush	10 to 1

PLAYER/DEALER & DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the /Player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the California Division of Gambling Control & California Gaming Commission with respect to the operation of controlled games featuring a player/dealer position. All payoffs are to the extent that player/dealer wager covers.

The game will be broken if at least one other intervening player at the table does not accept the deal when offered.

If a player receives no action, no rebate, refund, in any form will be given to the player.

Player/dealers are never required to cover all opposing players' wagers. The house never participates as a player/dealer. The house never takes a percentage of the wager placed in the game.

There is no maximum on the player/dealer's wager

Collection Rates

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.

<u>Limits</u>	<u>Player/dealer</u>	<u>Player</u>
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

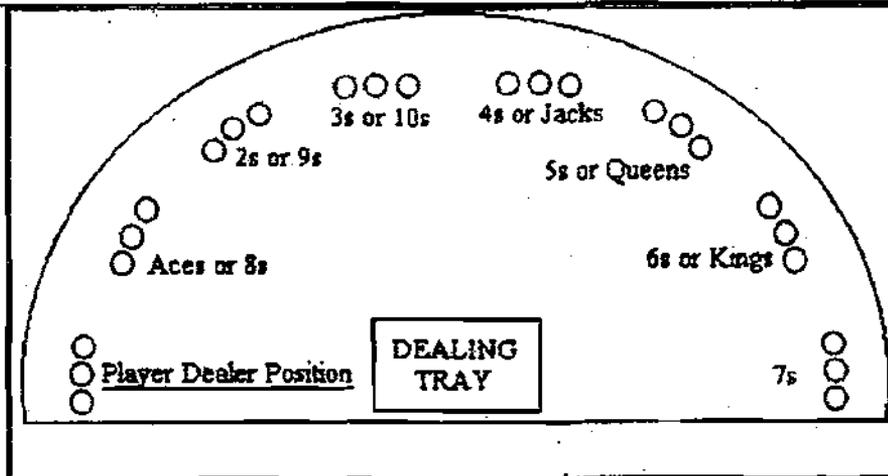
Player/ Dealer & Action Button

The player/dealer will receive five cards face down.

After all players receive, their five cards face down cards. The house dealer will turn player/ dealer's top card. After all players make decision on their cards, the house dealer will expose the remaining face down cards one by one .The last card will determine the position of the action button accordingly, as demonstrated below. The player/dealer's face down card determines where the action starts. The player/dealer position is always zero. Other seats, in a clockwise rotation, respectively represent other numbers.

<u>PLAYER WITH POSITION NUMBER IS REPRESENTED BY</u>	
Player /dealer's position	0
.2	Ace or 8

3	2 or 9
4	3s or 10s
5	4s or Jacks
6	5s or Queens
7	6s or King
8	7s



Required Elements for Game Rules

CARIBBIAN STUD POKER

1. Collection is collected from each bet from players and player/dealer prior to start of each round of play.

<u>Limits</u>	<u>Player/dealer</u>	<u>Player</u>
\$5-\$50	\$1	\$ 50c
\$10-\$100	\$2	\$ 1
\$50-\$300	\$3	\$ 2

2. Wagering conventions: \$5-\$50 for Ante Bet; \$10-\$100 Call Bet.
3. Type of cards used: Standard 52 card deck; one deck is used.
4. This game does not use jokers.
5. The player /dealer position is been offered to all seated or active players in rotation from seat #1 from start of the game.. The player/dealer position rotates in a systematic and continues way so the deal does not constantly remain with a single person for many hands and avoid a bank game. The person in player/dealer position may not act as player/dealer position more than two consecutive times. The game will be broken if at least one other intervening player at the table does not accept the deal when offered.
6. Winning events are determined as follows: Players automatically wins the Ante bet (even money) when the dealer does not have a qualifying hand. Or if the dealer has a qualifying hand and the player's hand is a higher ranking hand, the player wins the Ante bet (even money) and the Call Bet

(paid according the payout schedule).

7. The best qualifying low hand for a player if the dealer qualifies is:

Ace, King, 2, 3, 5.

8. Betting scheme: Each player plays a round by first making and Ante Bet.

The player must then decide whether they are going to fold and forfeit their Ante Bet, or they must decide to play their hand and make a Call Bet which is 2 times the Ante Bet to finish their hand and stay in the game.

9. In the event of a Tie: A Tie results in a push no win/no loss for the player.

NO BUST 21st CENTURY BLACKJACK

4.0

5/23/2006

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Existing issued patents

6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of 11 and a half on first two cards, 1 or 11 on three or more cards.
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	11 and a half on first two cards, 1 or 11 on three or more cards
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

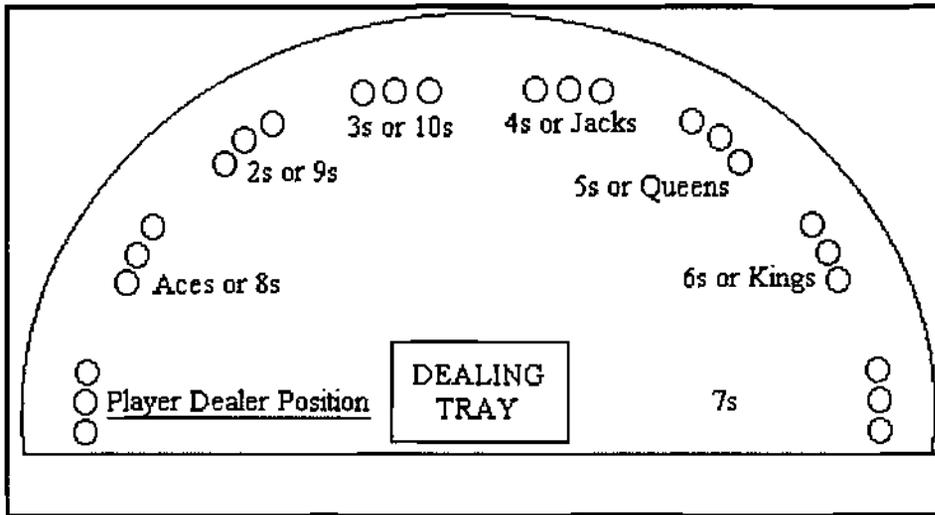
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a special 52-card deck. The aces are bonus cards with the value of 1 and a half on first two cards and 1 or 11 on three or more cards the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
5. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
8. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

9. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

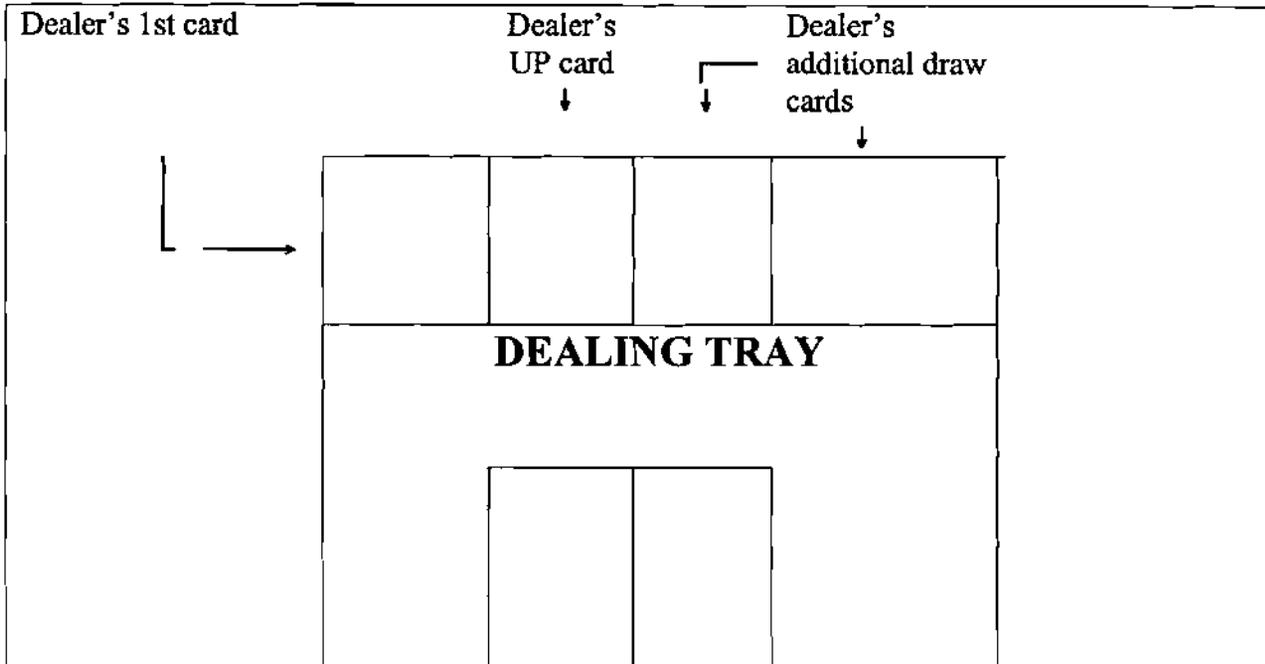
Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

10. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card.
11. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.



12. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

13. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



14. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

15. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
16. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
17. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural " (21 1/2) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural ," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a, "Natural" the hand closest to a "Natural " wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural , the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural ", the following will apply:
 - a. If the Player/Dealer is closer to a "natural ," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural " the Player loses except when the Player has a 3-card hand with the value of 23, 24, or 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural ."
7. If a player has more than a "natural " and the Player/Dealer has less than a "natural ," the Player/Dealer wins. The player would win if they had less than a "natural " and the Player/Dealer had more than a "natural ."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER, ODDS, & INSURANCE

- **DOUBLE-DOWN**
 - Players can double-down on the first two-cards only, with the exception of all Natural . The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SPLIT**
 - Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as the desire per split card to make the best hand. Players may double-down or surrender after each split.
 - Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
 - There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is their any extra collection fee charged to the Player/Dealer.
- **SURRENDER**
 - Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the next Player acts. Their (the surrendering Player's) play for that hand will cease.
- **ODDS**
 - Any Blackjack hand pays 6 to 5
- **INSURANCE**
 - When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.